

GENERAL FEATURES

- **Ceilings.** 12 ft. in chambers, 8 ft. in corridors.
- **Crawlways.** 3 ft. high and 2 ft. wide.
- **Illumination.** None unless noted.
- **Secret Doors.** Stone doors that slide open on runners. DC 20 Perception to find.
- **Stairs.** Rock and go 25 ft. down between floors.
- **Tracks.** Skeleton keys can be tracked with DC 12 Wisdom (Survival) check.

LEVEL 1: ROTTEN HALLS

1. ACERERAK'S WARNING

Near the base of the cliffs, a fifteen-foot-tall obelisk of cracked stone is draped with vines and black moss. Behind it, you see a dark passageway obscured by withered creepers. A second, smaller tunnel burrows into the base of a cliff to the east.

- If alert, DC 10 Perception check to see:

Three stone gargoyles watch you from narrow ledges carved into the cliff side. Each has the face of a bearded devil, its mouth agape in a silent scream.

- 3 **gargoyles** attack if characters damage them or obelisk.
- **Obelisk.** Writing in common states:

Fear the night when the forsaken one seizes death's mantle and the seas dry up and the dead rise and I, Acererak the Eternal, reap the world of the living. Those who dare enter take heed: The enemies oppose.

One stands between them.

In darkness, it hides.

Don the mask or be seen.

Speak no truth to the doomed child.

The keys turn on the inside only.

- Toppling the obelisk summons a **nalfeshnee**.

2. GALLERY OF TRICKSTERS

Alcoves run the length of a narrow tunnel, each one featuring a bestial statue standing or squatting above a basin of oil.

- Trickster gods are across from their enemy, oil lights up when their puzzle cube is near. Unkh is hidden at the end.
- **Treasure.** Golden pendant (25 gp) shaped like an eye hangs on Unkh statue, radiates aura of divination magic, pulls characters towards the true entrance.

3. FALSE ENTRANCE

A short tunnel ends at a slab of worked stone, whose edges are marked by relief carvings of grinning skulls. Four lines engraved at the center of the slab cross one another to form a star, with both ends of each line marking the location of a cube-shaped cavity cut into the door — eight cavities in all.

- **Trap.** If 8 of the 9 cubes are entered into the wall the stone door begins to close. DC 10 Athletics to flee. Characters who are trapped must succeed DC 15 Con save or take 5 (1d10) poison damage and 5 (1d10) acid damage at the start of each turn for 10 rounds. 11 (2d10) poison and 11 (2d10) acid if they are beyond the false door in the gas-filled chamber.

4. TRUE ENTRANCE

- True entrance can be spotted with a DC 10 Perception check search near the base of the cliff.

Pulling aside the heavy undergrowth, you uncover an archway in the cliff face. Stone skulls peer down from the lintel, and old bones litter the threshold. As light strikes the entrance, a swarm of bats screeches out from within.

4A. FIRST PUZZLE DOOR

A slab of worked stone blocks the overgrown tunnel some twenty ft. from the entrance. Grinning skulls mark the edges of the slab, in the center of which are nine cube-shaped cavities arranged in three rows of three.

- The cubes representing trickster gods must be placed so that each god is opposite its rival's cube on the grid, with Unkh (who is neutral and has no rivals) in the middle.
- **Trap.** Incorrect = 18 (4d8) lightning in 20 ft. radius

The nine cubes flare with light, then disappear. Growling like an angry beast, the slab begins to slide up into the ceiling.

4B. SECOND PUZZLE DOOR

Another slab blocks the hallway twenty ft. beyond the first door. An iron lever is set into the door's surface, with a graven stone skull leering down from above.

- At the midpoint of the hall read:

The skull's jaws creak open, and a skeletal hand holding a crystal hourglass-style timer emerges from within. With a click, the timer rotates and sand starts to trickle into its lower globe.

- Count down from 10. After 10 seconds, door lifts up.
- **Pit Trap.** Pulling lever causes floor between doors to split open along a central seam (DC 15 Perception to notice). DC 15 Dex save or fall into spiked pit, 11 (2d10) bludgeoning + 1d4 spikes 3 (1d6) piercing and 5 (1d10) poison damage for each. Creature that takes poison damage from spikes poisoned for 24 hours, or until the condition removed with *lesser restoration*/similar magic.

5. TRAPPED CORRIDOR

A moss-covered corridor extends beyond the second door. Tree roots hang from the sagging ceiling, and the air reeks of rot and damp. Ahead, a bas-relief carving of a bearded devil's face adorns the wall at a T-shaped intersection. The devil's open mouth is a well of utter darkness.

5A. POISON DARTS

- X's mark pressure plates that trigger four poison darts (+8 to hit) at random target within 10 feet. Darts deal 2 (1d4) piercing and DC 15 Con save or 14 (4d6) poison damage on a failure, success halves. DC 15 Perception to spot plates and holes in the wall.

5B. DEVIL FACE

- Inside the devil's mouth is magical darkness and permanent silence spell. The cavity behind the mouth is home to a **shadow demon**.

5C. FLOOR HATCH

A rusted iron grate is set into the corridor floor. Through its bars, you see muddy water flowing slowly past.

- Bars cannot be bent, a small creature can pass through, or can be lifted with a combined strength 24.

6. CRYSTAL WINDOW

Creepers and vines cling to the walls of this corridor, at the end of which is an arched crystal window, six ft. wide and ten ft. high. Through it, you can see a dark chamber.

- **Window.** AC 5, damage threshold of 15, 10 HP, immunity to poison and psychic damage. If they peer through read:

This vaulted tomb is overgrown with moss and creepers. A stone sarcophagus rests on a stepped dais in the middle of the floor. On the wall behind the sarcophagus, two large statues of bears grip a five-foot-diameter bronze disk embossed with a dozen glaring eyes. Six desiccated corpses slump on thrones in niches along the walls. Each corpse wears a black mask made of papier-mâché and feathers.

7. GRAND STAIRCASE

A grand chamber opens ahead, fifty ft. across and plunging down into darkness below. A stone balcony winds around the walls to connect four archways. Other balcony levels are visible below, with corridors radiating off in all directions. To the north, a stone staircase descends to the lower levels.

- Descends 25 ft. to floor 2.

7A. WE ARE NOT ALONE

- First character that looks over the balcony see:

A hunched figure glares up at you from the balcony below, wearing a mask that is a replica of the devil face at the tomb entrance. Without saying a word, the figure steps out of sight.

- **Tomb dwarf** runs to secret door at area 25 and vanish

8. MAGICAL ATTRACTION

A rusting statue of a knight stands at the west end of this hall, gripping a large iron shield. Shards and flakes of rusted metal cover the floor around the statue's feet.

- **Statue.** Statue magnetic, draws in metal objects less than 150 pounds (not being worn or carried), and creatures that fail DC 10 Athletics (take 1d6 bludgeoning per 10 ft. moved when hitting statue). Non-magical metal touching statue is disintegrated.
- Statue and shield are single Large object with AC 17; 40 HP; immunity to piercing, bludgeoning, and slashing from nonmagical attacks, poison and psychic. If destroyed, trap is disabled. *Dispel magic* (DC 17) shuts it down.

9. MAGIC FOUNTAIN

A large fountain crusted with moss rises in the middle of a circular room. Three marble maidens stand in the fountain, holding pitchers out of which water flows.

- **Advice from the Spirits.** Any characters inhabited by the spirits of Obo'laka or Wongo receive advice when entering this area:
 - o Obo'laka advises against drinking from the fountain.
 - o Wongo encourages host to drink from the fountain.
- **Magic Fountain.** 1: DC 12 Con save, 44 (8d10) necrotic on fail, half on success, turns to dust if reduced to 0; 2, loses ability to speak for 8 hours, *lesser restoration spell* or similar magic ends; 3, changes sex, *greater restoration* reverses, as does another drink from fountain with same result; 4, +2d10 temporary HP.

10. OBO'LAKA'S TOMB

This vaulted tomb is overgrown with moss and creepers. A stone sarcophagus rests on a stepped dais in the middle of the floor. On the wall behind the sarcophagus, two large statues of bears grip a five-foot-diameter bronze disk embossed with a dozen glaring eyes. Six desiccated corpses slump on thrones in niches along the walls. Each corpse wears a black mask made of papier-mâché and feathers. An arched crystal window to the east offers a view of the tunnel beyond.

DISK OF EYES

- Disk has 30 ft. darkvision, cannot see characters wearing masks. If it sees creature, six **wights** attack. Disk has AC 17, 45 hp, immunity to bludgeoning, piercing, and slashing from nonmagical attacks, poison and psychic damage and weighs 250 pounds.

SARCOPHAGUS

- Creatures wearing masks can open the sarcophagus with a DC 13 Athletics. For other creatures it is locked (DC 20 Dex check with thieves' tools or *knock* required).
- **Treasure.** Bones of Obo'laka and *ring of protection*.
- If someone touches the ring read:

As you touch the ring, the dust swirls into the shape of a small, feral, bear-like creature that billows toward you with a ghostly roar.

11. GAS POCKET

- Opening secret door from area 11 ignites gas, 15 ft. radius, DC 15 Dex save, 22 (4d10) fire, success halves.

12. TRAPPED CHEST

Water pours from cracks and seams in the rough walls of this cavern, whose floor is a muddy pool that flushes out into the tunnel beyond. Just above the pool's surface, a large treasure chest dangles from rusty chains embedded in the ceiling.

- Inscription (Common) around the keyhole reads, "I devour all but the greatest thieves."
- DC 22 Dex check with thieves' tools to open. Failure activates a trap that destroys the thieves' tools. Failure by 5 or more teleports character making the check inside the chest, restrains them, and chest is then released into the water, creature inside runs out of air in 5 rounds.
- The chest is a Medium object with AC 13, 30 HP, and immunity to poison and psychic damage.
- **Treasure.** 300 gp, a gold tankard embossed with a sad face that smiles when the tankard is filled (250 gp), and a stoppered bone tube with spell scroll of *remove curse*.

13. STONE SKULL

A giant stone skull crusted with moss juts out from the end of the passageway. A flame flickers within each of its eye sockets, and a view into a chamber beyond can be seen through its open jaws.

- DC 15 Perception reveals the jaw is hinged. Each time a creature passes through the jaws, one of the eyes snuffs out. 3rd time, jaws clamp shut, melee weapon attack, +10 to hit and 22 (4d10) bludgeoning, grapples the target (DC 19). While grappled, creature takes 5 (1d10) bludgeoning at the start of its turn. Trap resets when creature escapes.

14. MOA'S TOMB

Skulls crusted with dried mud glower from niches cut into the walls of this tomb. A stone sarcophagus stands at the center of the chamber, its lid adorned with a coiled serpent carved in relief. Behind the sarcophagus, resting atop a marble pedestal, is an ornate crystal box with a small humanoid skull floating inside it.

- DC 10 Perception check hear insects scuttling in mazes.

NEPARTAK'S SKULL

- Nepartak was the 10-year old granddaughter of Queen Napaka, speaks to first character in tomb telepathically:

The voice of a young girl echoes in your mind: "What's happening? Why can't I see?"

- Is scared and doesn't know she's just a skull and may ask:

"Where am I? How did I get here?"

"Why can't I see anything?"

"Are you friends of my father? Is he looking for me?"

- DC 12 Deception check to convince her with lies. Three failures turns her into a **flameskull**:

The voice shrieks in horror as the skull's eye sockets flare with green flame. With a shattering crash, the crystal box explodes and the skull levitates into the air.

- 6 **swarms of spiders** attack together with Nepartak.

SARCOPHAGUS

- Unlocked and requires DC 15 Athletics check to open.
- **Treasure.** Moa's bones and *staff of the python*, if touched:

Green smoke billows from the staff, coiling around you like a serpent. A sibilant voice whispers in your ear: "Let me help you! I promise to be good."

15. WIND TUNNEL

Carved birds soar across the walls of this corridor. Blocking the passage near its northern end is a large adamantine propeller with five sharp blades.

- DC 15 Perception check reveals that the floor is a pressure plate.
- The adamantine propeller has AC 20, 30 HP, immunity to non-force damage, activates if 20 lbs. on pressure plate.
- Before propeller activates, can be jammed for a turn with a DC 20 Athletics, failure results in 11 (2d10) slashing damage. Breaks if jammed for 3 rounds after activation.
- DC 20 Acrobatics check to leap between blades while they revving up, 33 (6d10) slashing damage on a failure.
- At full speed, blades moving too fast to avoid 66 (12d10) slashing damage. Creatures within 10 ft. of propeller must succeed on DC 15 Strength save or be pulled in.

16. WONGO'S TOMB

A deep pit opens up at the entrance to this tomb, with a stone sarcophagus resting at the bottom. A snarling monkey-like creature decorates the sarcophagus lid. Beyond the pit, three treasure chests sit on stone daises. The chest on the left is carved of black onyx, the middle chest is made of rusty iron, and the chest on the right is cast of silver and glistening with frost.

- Chests are unlocked, cannot be moved, and are impervious to damage. Each has a key that can only be turned from inside the chest when the lid is closed. When a key is turned a button reveals on Wongo's sarcophagus:
 - **Onyx Button.** Creatures inside onyx chest must succeed a DC 15 Con save or take 75 (10d6+40) force damage. A creature reduced to 0 HP is disintegrated.
 - **Rusty Iron Button.** Nonmagical metal objects inside the rusty iron chest are destroyed.
 - **Silver Button.** Creature inside silver chest, DC 15 Con save, 45 (10d8) cold on fail, success halves.
- Once all three buttons are pressed read:

The stone sarcophagus turns to transparent crystal, revealing a mummified monkey-like creature within. Clutched in its desiccated claws is a fearsome mace.

- Sarcophagus (AC 5, 10 HP, vulnerability to bludgeoning and thunder damage, and immunity to poison and psychic). At 0 HP, breaks and **mummy** inside attacks.
- **Treasure.** *Mace of terror*. If characters touch mace, read:

Red smoke seethes from the head of the mace, forming the outline of a monkey with a long tail. With a roar, the smoky apparition leaps at you, screaming, "Let me in!"

17. UNDERGROUND WATERFALL

The underground river plunges down into a dark, rocky chasm. Cold air swirls up from below like the breath of some monstrous creature. Through the gloom, you spot an ornate treasure chest resting on a ledge opposite.

- Chest is a **mimic**.
- Ledge is 15 ft. from the lip of the waterfall. DC 14 Athletics check to climb around ledge. Creatures that take damage on the ledge must succeed a DC 10 Dex save or fall into the rift (35 (10d6) bludgeoning damage).

BOTTLED POISONS

- If workbench exposed to explosive force, such as from *thunderwave* or *fireball*, bottles smash and create 15 ft. sphere of poisonous vapors for 1 minute. When moving into gas or start at turn, DC 15 Con save, 4d8 poison on failure. Creatures affected even if they don't breathe.
- Among poisons is jug with soporific gas. If stopper is removed, gas fills 15 ft. sphere. When moving into gas or start at turn, DC 13 Con save or unconscious for 1 hour.

TREASURE

- Xopal has brass key that unlocks south door.
- 20 doses *serpent venom*, 5 doses *essence of ether*, 5 doses *torpor* (see "Poisons" in chapter 8 of the DMG).

LEVEL 2: DUNGEON OF DECEPTION

7B. ACERERAK'S SECOND WARNING

The ring is a path to another tomb.
The dead abhor sunlight.
Only a jewel can tame the frog.
Bow as the dead god intoned.
Into darkness descend..

18. DEVIL PIT

The walls and floor of this fifteen-foot-square room are cracked and carved with images of terrified humanoids falling. Set into the middle of the floor is a stone bas-relief of a bearded devil face, painted green. Forlorn cries echo from the black void of its gaping maw.

- Maw is 5 ft. cylindrical shaft that descends 10 ft. to Area 35 and is filled with magical darkness (*dispel magic* DC 16). A **swarm of bats** attacks if the darkness is dispelled.

19. GRAVITY RING

At a four-way intersection, the corridors to north and south curve upward and out of sight, but with no rails or steps to allow them to be climbed. The corpse of a half-human, half-goat creature in robes sprawls ten ft. to the north. It grips a staff tipped with a bronze goat's head.

- Advice from the Spirits:
 - Bossy Papazotl urges his host to order another character to walk the length of the circular hall.
 - Shagambi warns staff held by wizard may be cursed
- **Mirror Tomb.** Characters that walk around the ring appear in a copy of the tomb as it was a year ago.
- **Delvin.** Corpse is Delvin, wizard of the Company of the Yellow Banner. Has journal (handout 21).
- **Treasure.** Devlin's body has ink pot that never runs dry (100 gp) and a spellbook containing the following spells:
 - 1st level: *alarm, comprehend languages, detect magic, expeditious retreat, identify, illusory script, sleep, Tenser's floating disk*
 - 2nd level: *arcane lock, cloud of daggers, flaming sphere, knock*
 - 3rd level: *dispel magic, fireball*
- Staff is a *staff of striking*, but curses creature that attunes to it, becomes goat-humanoid hybrid over next 3 days.

20. FALSE TOMB

- DC 15 Perception check sees stone block nested in ceiling of western tunnel.

This room smells of wine. On a checkerboard marble floor, a gilded coffin sparkles in sunlight streaming down from the chamber's vaulted ceiling, which arches twelve ft. overhead. Four huge stone gargoyle heads, their mouths agape, protrude from the walls.

- **Advice from the Spirits**
 - Kubazan says to open coffin and smash whatever inside
 - Moa says tomb doesn't match symbolism of any gods
- **Trap.** If coffin is opened and sunlight hits plaque inside, stone block seals entrance and wine begins to flow into

chamber through gargoyle heads at rate of 1 foot/round. Creatures have 6 seconds to move out of room before the block closes. DC 25 Athletics to crawl into gargoyle's mouth while wine is gushing out of it.

- Roll initiative as wine beings pouring, track rounds:
 - At start of round 3, 3 **wine weirds** flow into the tomb from the northwest, northeast, and southeast cisterns.
 - After 12 rounds, wine fills tomb. Visibility is 5 ft. max. Creatures that can breathe water cannot breathe wine.
- **Escape.** The southwest crawlway ascends to area 24.

21. ZOMBIE DOOR

Three oval holes are carved into a nine-foot-wide, nine-foot-high stone door at human head height. As you approach, three humanoid heads stick out of the holes, each covered in putrid flesh and gnashing on an iron bit bolted to a chain bridle.

- Turn undead causes **zombies** chained to door to flee, opening door. Characters with a combined Strength of 33 can also lift door.

22. PAPAZOTL'S TOMB

Six glass cauldrons brimming with humanoid bones line the walls of this tomb, at the center of which stands an ancient chariot bearing a bronze sarcophagus with treasure strewn atop it. Paintings on the chariot's body show a tall bird with a long, sharp beak. On the south wall, a bronze shield bears the embossed image of a Chultan warrior carrying a spear, below an inscription that reads, "Bow before no one." Four bronze statues stand on pedestals to either side of the shield. They depict Chultan warriors: one holding a sword, two with spears, and one missing its face.

- **Advice from the Spirits**
 - Nangnang says to grab treasure from the chariot.
 - Obo'laka warns that cauldrons contain bones of Papazotl's zealots, who may protect even in death.
- **Glass Cauldrons.** Disturbing chariot, sarcophagus, or treasure lying atop it causes twelve **skeletons** to crawl out of glass cauldrons (2 per cauldron). Act on same initiative count, +1 **skeleton** from each cauldron at start of skeletons' turn each round until cauldron is destroyed (Large object, AC 15, 22 HP, vulnerability to bludgeoning and thunder, and immunity to poison and psychic).
- **Bronze Shield.** If chariot, sarcophagus, or treasure is disturbed, or if shield is removed from wall, hunter embossed on it animates. On initiative count 20, it flings a magical spear of force at nearest character it can see, except creature that has bowed before faceless statue. Ranged spell attack, +10/18 (4d8) force damage, if target reduced to 0 HP is disintegrated and turns to dust. Can be stopped by draping something over shield to block its view. AC 15, 10 HP, and is immune to non-force damage.
- **Treasure.** A gold torc (250 gp), 3 gold cups (75 gp each), five gold cloak pins (25 gp each), and an *amulet of health*.
- If a character touches amulet read:

Strange shadows shift across the walls, forming the outline of a long-legged bird. Its beak stabs at you as a voice echoes through your mind: "You will do as I command!"

23. BOTTLED GENIE

Ancient cobwebs fill this narrow corridor, whose midpoint features an arched alcove. Within the alcove, a dusty bottle stands on a table.

- Bottle contains **dao** (Keshma al-Wazir), trapped centuries ago by Acererak, is waving from within bottle and calls out in muffled voice. If characters make a deal in exchange for freeing her, she holds up her end of the bargain and unsuccessfully *plane shifts* to Area 57.
- **Advice from the Spirits**
 - Moa advises not to break bargains made with the dao.
 - Nangnang says to cut selfish deal with dao.
 - Papazotl encourages to treat the dao like a servant.
- **Treasure.** Dao wears two sapphire cords (1,250 gp each), two platinum armbands engraved with dueling dragons (750 gp each), and a topaz belly-button gemstone (500 gp).

24. NANGNANG'S TOMB

The air here reeks of sulfur and brimstone. On the floor of this chamber, a pentagram traced in salt surrounds an ornate sarcophagus, its lid covered with figurines of prancing frog-like humanoids.

- Invisible **gray slaad** paces inside pentagram, can only leave if pentagram is broken. Withers has its control gem.
- **Advice from the Spirits**
 - Obo'laka encourages to add more salt to pentagram.
 - Wongo urges to wreck symbol and see what happens.
- **Sarcophagus.** DC 17 Athletics check to open. First creature to touch the urn or disturb its contents, DC 21 Wisdom save or affected by *Otto's irresistible dance* + 11 (2d10) psychic at end of each of its turns. *Dispel magic* (DC 18) dismisses effect on urn.
- **Treasure.** Inside the sarcophagus are *potion of poison* disguised as a *potion of supreme healing* and a petrified grung egg that functions as a *pearl of power*. A spellcaster attuning to egg also gains resistance to poison damage.
- When the egg is touched read:

As you touch the egg, a tendril of slime rises from its surface and transforms into a frog-like head that bobs toward you. A croaking voice sounds out in your mind: "Nangnang will help you now."

25. SCRYING POOL

Behind the secret door, water fills a carved stone font.

- Withers uses font to speak to creatures outside tomb and tomb guardian. When character gazes into font, read:

As the water begins to swirl, eerie light emanates from within the basin. Slowly, an image resolves on the water's surface.

- Pick random tomb guardian, describe what character sees through its eyes. Unless a character gazing into pool is wearing *amulet of the black skull*, after 1 minute read:

The surface of the pool explodes, and a hulking figure wearing plate armor and a bucket helm heaves itself up from the font.

- **Tomb guardian** attacks and deactivates pool until dawn.

26. SPIRAL STAIRCASE

Three archways overlook a circular chamber where a spiral staircase descends into darkness. The staircase walls are lined with unlit torches in iron sconces and set with niches containing moldering humanoid skulls and bones.

- Withers and tomb dwarves' secret ways to levels 2-5.

27. FORGE OF THE TOMB DWARVES

Old wooden benches and shelves along the walls of this chamber are covered with gears, chains, trap components, and cages filled with rats. Lit iron braziers hang by chains from the ceiling. Along the north wall, a stepped dais is set with a bulky contraption: an iron maiden of sorts, attached to a network of steaming pistons, tubes, and bubbling vats of blood. Five masked dwarves operate the contraption.

- Five **tomb dwarves** working inside. Release a newly made **tomb guardian** against characters. Read:

The iron contraption shudders as it opens, releasing a hissing cloud of steam. Through the roiling vapor, an armored figure wearing a bucket helm stomps into view.

- **Treasure.** Enough gear for two sets of thieves' tools, a set of artisan's tools, a set of alchemist's supplies, a set of mason's tools, and a set of smith's tools. A *ghost lantern* with spirit of female moon elf warlock known as the Starfallen within, who can provide hints to keep adventure on track.

28. WITHERS'S OFFICE

Candles dimly illuminate a cluttered office. A skeletal songbird rasps at you from a filthy cage in one corner. Other furnishing include a wooden writing desk and a tall-backed chair. Anatomical drawings sketched in charcoal hang on the wall behind the desk. Seated in the chair is the shriveled corpse of a humanoid wearing moldy robes and a bronze mask sculpted to look like a frowning visage. Around the figure's neck hangs a black skull-shaped amulet, and a number of severed hands crawl on the desk and floor around him.

- Withers doesn't attack immediately and questions the characters. When he's done with them, **Withers** and seven **crawling claws** attack.
- **Journal.** Withers' journal (handout 22) describes history of Omu and the Tomb of the Nine Gods, and details arrival of atropal and construction of the Soulmonger.
- **Treasure.** Scholar's pack, *manual of golems* (clay), control gem for the Slaad in area 24, and a spellbook containing all the spells Withers has prepared. Inside the spellbook are the words: "Khomara" and "Blackfire," which are actually the command words for the mirror of life trapping in area 50. Withers's skeletal songbird is tame but cantankerous. Can't fly, but can be sold to a buyer in Port Nyanzaru for 75 gp. Withers's bronze mask (25 gp).

FLOOR 3: VAULT OF REFLECTION

- **Alien growth.** Can destroyed fire, necrotic, or radiant. If destroyed, nearby patch shoots random beholder eye ray.

7C. ACERERAK'S THIRD WARNING

Walk through water with weapon in hand.
Slake your shadow at the font.
The vulture is the first step.
Right the gods.
The walls of history tell all.

29. JACKAL MASK

A huge carving of a snarling jackal's head protrudes from the wall at the end of this corridor. A chamber is visible through the gaps between its fangs.

- Gap between teeth is only 2 inches wide and too small to crawl through, but characters who look through see:

Four torches illuminate stone sphinxes crouched in the corners of this fifteen-foot-high room. The torches cast flickering light across hieroglyphs carved into the tiled floor. At the center of the room, a gold-inlaid funeral barge stands atop a three-foot-tall stone dais. Resting on the deck of the barge is a small golden sarcophagus decorated with horned rabbits. A dark shaft opens in the ceiling directly above the barge.

- They also see a brief vision into the past:

A slab of wall suddenly grinds upward to the east, and a dwarf wearing a turban and chain mail creeps into the tomb. He brandishes a shield in front of him as he treads cautiously across the floor. A loud click sounds out as the dwarf steps onto one of the floor tiles. Then a deafening buzzing rises as locusts pour out from the mouths of the sphinx statues, quickly engulfing him. He tries to fight them off, to no avail. When the cloud of insects vanishes, nothing of the dwarf remains except its bones and gear.

30. IRON BARRIER

Ahead of you, the face of a snarling minotaur is etched into a sheet of iron that bisects the crawlway. Its eyes have been cut out, letting you see through the sheet, beyond which the tunnel continues onward.

- DC 17 Athletics to lift sheet, locks into place in ceiling for 1 minute. If it shuts on creature, DC 15 Dex save or 8d10 bludgeoning.

31. REFLECTED HALL

Still puddles of water cover the floor of this fifteen-foot-wide hallway. The walls are slick with moisture and set with murals showing animal-headed humanoids in armor, most of which appear to brandish real weapons hanging on the walls. A three-foot-high crawlway in the east wall is flush with the floor. At the far end of the hall, a rippling, transparent curtain of water fills a stone archway. Beyond the curtain, you see another hallway that looks similar to the one in which you stand.

- **South Hall.** From south to north, warriors and weapons:
 - o Stork-headed males with handaxes (the figure on the east wall has the crawlway to area 36 between its legs)
 - o Lizard-headed females with maces
 - o Panther-headed males with blowguns
 - o Unarmed hawk-headed females (the east mural is illusory; see area 31A)
 - o Goat-headed males with sickles
 - o Frog-headed females with tridents

- **North Hall.** From south to north, warriors and weapons:
 - o Frog-headed females with tridents
 - o Goat-headed males with sickles
 - o Unarmed hawk-headed females (the east mural is illusory; see area 31A)
 - o Panther-headed males with blowguns
 - o Lizard-headed females with maces
 - o Stork-headed males with handaxes (the figure on the east wall has the crawlway to area 32 between its legs)

31A. HIDDEN ALCOVES

- **Crystal Eyes.** Pale purple eyeball in the south alcove and a bright green eyeball in the north one.

31B. CURTAIN OF WATER

- Creature must carry a trident to pass through, or get slammed by water, DC 15 Str save or 4d6 damage and swept to end of hall. *Dispel magic* (DC 17) dispels wall.

32. ROTATING CRAWLWAYS

- **Trap.** Tunnel rotates 90 degrees and sinks when weight is applied to halfway point of tunnel A, trapping creatures inside tunnel A and giving passage to creatures inside passage B. Opposite happens when pressure is applied to the halfway point of tunnel B. When it happens, read:

With a loud grinding noise, this section of crawlway begins to rotate, instantly cutting off the exits ahead and behind. You can feel the passage sink about five ft. as it turns. After a few seconds, it comes to a stop and the grinding abates.

- The corpse of Sephirus of the Company of the Yellow Banner resides in tunnel B, when revealed read:

As a new tunnel rotates into place, you see a skeletal corpse lying on the floor of that tunnel, about ten ft. away.

- **Treasure.** +1 *ykIwa*, a dungeoneer's pack, a pouch containing 8 gp, an ivory back scratcher shaped like a dinosaur claw (25 gp), a holy symbol of Bahamut (25 gp)
- **Crystal Eye.** The corpse has a red crystal eyeball.

33. CHAMBER OF OPPOSITION

This chamber contains a stone font filled with a steaming green liquid. Beyond it, a shadowy figure stands at an open door on the far side of the room. The figure's back is toward you.

- Creatures that enter the room see a duplicate shadow of themselves 15 ft. ahead of them facing away from them. The shadow can be positioned to drink the illusory soup from the font to reveal the crystal eye at the bottom. Creatures that view the face of a shadow must succeed a DC 15 Wisdom save or drop to 0 HP.
- **Crystal Eye.** Orange crystal eye is at bottom of the font.

34. PEEPHOLE

The corridor turns sharply to the left. At the corner just before the turn, a peephole is carved into the stone wall at a height of 6 feet.

- Peephole has magnifying lens, allows view of symbols on gold medallion in Area 35A and allows creatures at peephole to telepathically speak with creatures in area 35

35. I'JIN'S SHRINE

35A. STONE BLOCK

The corridor ends at a block of stone on which is painted a seven-foot-tall jackal-headed humanoid with a circular gold medallion around its neck. All around the figure are carvings of locusts.

- Stone block is 5 ft. wide, 5 ft. deep, 12 ft. tall, moves out of way from 35B. when button is pushed on locust carving.
- Dial on medallion points to next puzzle floor hieroglyph in sequence to open I'jin's sarcophagus. Stepping on a floor tile matching hieroglyph on dial causes the dial to turn, revealing next symbol in the sequence. First symbol is vulture, it then points to serpent, and so on. Sequence is vulture, serpent, door, reed, scarab, scepter, foot, and urn.

35B. TOMB

Four torches illuminate stone sphinxes crouched in the corners of this fifteen-foot-high room. The torches cast flickering light across hieroglyphs carved into the tiled floor. At the center of the room, a gold-inlaid funeral barge stands atop a three-foot-tall stone dais. Resting on the deck of the barge is a small golden sarcophagus decorated with horned rabbits. A dark shaft opens in the ceiling directly above the barge, while to the south, a corridor is visible through a set of fangs carved into the wall.

The skeleton of a dwarf sprawls on the floor east of the barge, clad in a tattered yellow turban and dusty chain mail, and clutching a bronze shield.

- **Advice from the Spirits**
 - Nangnang says to loot corpse of the dead dwarf
 - Shagambi says to look for clues about safe floor tiles.
- Give players handout 23.
- If wrong tile is stepped on, locusts fly out of sphinx's mouth, forms 15-foot cube centered on floor tile. Each creature the cloud takes 44 (8d10) piercing immediately and at start of its turn. Cloud lasts 1 minute.
- When the correct sequence is entered (vulture, serpent, door, reed, scarab, scepter, foot, and urn):
 - I'jin's sarcophagus opens.
 - The stone block at area 35A sinks into the floor, creating an open passage to the east.
 - Locusts conjured by the sphinx statues are dispelled.
 - The hieroglyphic floor is disabled. After 24 hours, Withers sends 1d4 tomb dwarves to reset the trap.
- **Sarcophagus Treasure.** Bones of I'jin and a *wand of wonder*. When a creature touches the wand read:

Streamers of light emanate from the tip of the horn. As they swirl around you, they form into a spectral rabbit with a single horn on its brow. A female voice whispers, "Quick, quick, let me in! We must stop Acererak!"

- **Dwarf Body Treasure.** Turban is set with a peridot (500 gp), nonmagical shield and belt pouch with 500 gp.
- **Crystal Eyes.** The dwarf also has the dark blue and vibrant purple eye crystals.

36. CHAMBER OF RESPITE

- This area is safe for a long rest.

37. WINDS OF PANDEMONIUM

Two balconies face each other over a vast pit. Between the balconies hover five wooden platforms, each one a disk ten ft. across. A single torch burns above each balcony. On the east balcony stands a rough-hewn, fifteen-foot-tall statue of a hulking fiend with furled wings and clenched fists. Set into the wall on the west balcony is a rusty lever in the up position.

- DC 15 Athletics to climb walls. A crawlway is set into northwest corner, at same height as balconies and platforms. Another crawlway extends off east balcony. At back of west balcony, staircase descends 10 ft. to a landing and a secret door.
- **Advice from Spirits.**
 - I'jin urges her host to pull lever. What harm could it do?
 - Kubazan wants host jump to platforms, even if others are better equipped to do so.
- **Floating Platforms.** 10 ft. diameter, hover 6–12 ft. apart, 60 ft. above floor.
- **Wailing Winds.** When lever is pulled, statue's fists unclench revealing two crystal eyes and winds start to howl. While howling, Strength checks to jump and climb walls has disadvantage and anyone in room not on floating platform must succeed on DC 20 Wisdom save or gain a random form of short-term madness (*DMG*, Chapter 8).
- **Crystal Eyes.** White and scarlet crystal eyes are in nycloth statue's left and right fists, respectively.

38. REVOLVING ROOM TRAP

38A. CONTROL ROOM

This room is dark and dusty. A hulking figure wearing a bucket helm stands to the west, with one hand on an iron lever set into the wall. The south wall is sloped and has a large rectangular window five ft. wide by seven ft. high. The window looks into a hallway, through a rectangular hole in the hallway floor, and farther down into a well-lit room shaped like a cylinder tipped on its side.

- A **tomb guardian** is behind a one-way window and pulls a lever when a creature enters 38C. Revolving Drum.

38B. ACCESS TUNNEL

The walls of this narrow tunnel slope inward as they approach the ten-foot-high ceiling. Patches of mold cling to the walls and floor in the eastern half of the hall. Cut into the floor at the west end of the corridor is a three-foot-wide, four-foot-long rectangular hole with bright light spilling out of it.

- Hallway is 10 ft. high and 5 ft. wide. 38C. is 15 ft. below.

38C. REVOLVING DRUM

This room is shaped like a drum or cylinder lying on its side, with its south end tapering toward a small stone door. Carvings of demons decorate the stonework, flickering flames in their eyes.

- The room is brightly lit.
- **Trap.** When lever in 38A is pulled, room begins revolve. Creatures in the room makes DC 15 Dex save at the start of each turn, 11 (2d10) bludgeoning, success halves.
- **Revolving Room Effects.** On initiative count 10, roll d20: 1–6, Demon face exhales gas, DC 15 Con save against poison or fall unconscious, repeat save at end of turn; 7–12, Demon face exhales sparkling dust, DC 15 Wis save or blinded, last until cured with magic; 13–18; 6 inch stone pikes from walls, room deals +11 (2d10) piercing damage on Dex fails, retracts next round; 19–20; Demon face spews incendiary gas, 45 (10d8) fire damage to all creatures in room.
- **Escape.** Door (AC 17; 50 HP; and immunity to fire, piercing, poison, psychic, slashing, and thunder damage) to the south is locked and can't be picked with thieves' tools. Three *knock* spells can open it, can also be wrenched open with a DC 26 Athletics check or attacked

39. GOLEM PIT

A fifteen-foot-wide, fifteen-foot-deep pit dominates this chamber. At the bottom of the pit, an eight-foot-tall clay figure stands motionless beside a stone treasure chest. A silver key hangs from a cord around the figure's neck.

Two nine-foot-tall stone statues stand atop plinths on either side of the pit. A third plinth against the south wall stands empty. One of the statues depicts a hooded and bearded male figure with his left hand held high, index finger pointed up. The other portrays an armored male knight with his gauntleted right hand extended, its palm facing inward toward the knight.

- **Advice from the Spirits**
 - Moa says only adamantine/magic can harm clay golem
 - Papazotl insists that someone stand on the third plinth. ("It must be empty for a reason!")
- A *wall of force* covers pit with a **clay golem** in it. If statue of Azuth (hooded bearded male) is rotated to the right, one creature inside pit teleports onto third plinth. Rotating statue of Torm (armored male knight) to right teleports anything on or above the third plinth into the pit. If nothing is there, a popping is heard as air rushes in to fill the empty space. When a statue that has been turned is released, it grinds back to its starting position.
- **Stone Chest.** Can be opened with key from golem's neck or with DC 20 Dex (thieves' tools) check. If key is not used, gas erupts within 15 ft. of the chest and destroys all nonmagical metal objects. Chest is Small object with AC 12, 10 HP, and immunity to poison and psychic damage.
- **Crystal Eyes.** Pale green and pink crystal eyes in chest.

40. CURSE OF THE GOLDEN SKULL

A golden skull rests on a pedestal in the middle of this small, dusty room.

- Skull is cursed, follows creature that touches it around, disadvantage on ability checks unless magically silenced.
- Cannot be destroyed or separated by more than a few ft. from cursed creature. Curse can be ended by *wish* spell or by giving the skull 10,000 gp worth of gemstones.

41. TOMB GUARDIANS

Two hulking figures stand in alcoves along this long hall, facing each other. Armor is bolted to their flesh, and they wear bucket helmets and spiked gauntlets. Iron collars around their necks are connected by a spiked chain that stretches across the corridor.

- Two **tomb guardians** chained together with 15 ft. chain (AC 18, damage threshold of 10, 5 HP, and immunity to poison and psychic damage). As long as chain is intact, damage dealt to either guardian is divided evenly between them. The guardians go berserk if the chain is broken.

42. KUBAZAN'S TOMB

A four-columned portico juts out from the far wall, beneath which a stone sarcophagus rests in a wall recess. Four ceramic frog masks hang in niches around the sarcophagus. Beneath the masks, humanoid bones are strewn across the floor. To the east, a large carving of a tentacled frog-monster squats above a shrine. Offerings lie on a shelf before it. Four rectangular frescoes adorn the adjacent walls.

- **Advice from the Spirits**
 - Nangnang urges to snatch gold coins on wall shrine
 - Obo'laka warns against trying on the masks.
 - Shagambi says frescoes are clues to power of shrine

- Characters must perform the ritual depicted in the Frescos while wearing frog masks:
- Fresco 1 depicts to donate at least 5 gp to the shrine:

A frog-like behemoth uses its tentacles to help the Omuan people knock down a mighty statue. In the foreground, an old woman wearing a frog mask tosses five coins from her hand as though sowing seeds.

- Fresco 2 depicts the step to eat a bug:

A frog-like behemoth wraps its tentacles around a giant crocodile as Omuan hunters stab the crocodile with their spears. In the foreground, an old man wearing a frog mask holds a bug up to his open mouth.

- Fresco 3 depicts to spill the blood of a living creature:

A frog-like behemoth with four Omuan hunters riding on its back finds a small boy in the jungle. The hunters seem elated. In the foreground, a young woman wearing a frog mask holds a knife in one hand and a headless chicken in the other.

- Fresco 4 depicts the step of lighting a candle:

A frog-like behemoth wallows in a shallow pool as Omuans offer it urns of food and treasure as tribute. Cracks in the fresco obscure the head of the human figure in the foreground, but you can see that it grasps a lit candle.

- A search of the walls of the shrine reveals several items:
 - A 6-inch-tall stone statuette of a frogheomoth, with inscription in Old Omuan: "Give thanks to me as others have done since the dawn of time."
 - A copper bowl containing rat bones
 - Four dead cockroaches
 - A green wax candle with a salvageable wick
 - 5 gp
- If actions are performed incorrectly, three **wraiths** appear and attack. Characters with masks polymorphed to frogs.
- The correct ritual sequence opens sarcophagus. Opening it with a *knock* spell or DC 25 Athletics causes a *prismatic spray* spell (DC 19) to erupt from the wall.
- **Treasure.** *Bracers of archery* that make the wearer's skin moist and twenty 1-piercing damage arrows in a quiver.
- If a creature touches the bracers read:

The bracers glow as watery light ripples across the walls. A monstrous, tentacled shadow rises from the sarcophagus, and the air fills with the stench of a swamp. A rumbling voice echoes through the tomb: "You are brave to summon me. Together, we will crush the undying one!"

43. VEILS OF FEAR

Ten ft. from the doors, a thick tapestry curtain hangs from wall to wall. Its embroidery shows a scene of merriment: nobles feasting around a banquet table, a roast boar on a platter, and servants pouring wine.

- When the second curtain is revealed read:

Another curtain hangs behind the first, showing the same scene but descended into depravity. The nobles fight with each other, partake in carnal encounters on the table, or sprawl on the floor in puddles of vomit.

- When the third curtain is revealed read:

A scene of horror confronts you: nobles feasting on servants, eating each other alive, and setting fire to the hall. The roast boar is alive and laughing on its platter.

- A creature that looks at curtain must succeed on DC 14 Wisdom save or be frightened, repeat at end of each turn, immune if save is successful.
- When final curtain is revealed read:

The rotting head of a giant boar is mounted to the wall behind the final curtain. Fresh blood and gore spatters its tusks, dribbling down the wall beneath it.

- Any humanoid that can see severed boar's head, DC 16 Wis save or be charmed. On its turn, a charmed creature does nothing except approach severed head and put its own head in boar's mouth. Any creature that ends its turn with its head in the boar's mouth takes 22 (4d10) slashing. Repeats save when taking damage, ending effect on itself on a success and immune to it for 24 hours.
- Destroying Lord of the Feast ends charm effect on everyone. Boar's head is Medium object, AC 5 and 22 HP.
- **Treasure.** Gold spectacles (25 gp), a leather eye patch set with a bloodstone (50 gp), and a platinum hair pin (75 gp).

44. VAULT OF THE BEHOLDER

44A. EYES OF THE BEHOLDER

The corridor ends in a large door with a round mirror set into its surface. Ten circular indentations, each about an inch across, surround the mirror.

- Door is sealed, can only be opened with ten crystal eyes from areas 31A, 32, 33, 35B, 37, and 39.

44B. INSIDE THE VAULT

The vault door grinds upward, revealing a domed, candlelit room fifty ft. high. The polished marble floor is so perfectly reflective that it creates the illusion of standing at the entrance to a sphere. Nine alcoves filled with glit tiring treasure open up along the walls. In the middle of the chamber, a large spherical object hovers under a black silk drape twenty ft. above the floor.

- **Belchorzh.** Permanent (dispel DC 19) invisible **beholder**
- **Slick Floor.** A creature that steps on or starts turn on floor, DC 10 Dex save or fall prone. When an untethered creature is shoved or moved across the floor, travels in one direction until it hits wall or other barrier.
- **Advice from the Spirits**
 - o Kubazan urges his host to attack whatever is hiding under the black drape, with no warning or negotiation.
 - o Obo'laka thinks beholder hidden under drape, says flee
 - o When he becomes aware of beholder, Wongo suggests host attack party member to seem like beholder's ally
- **Black Drape, Iron Sphere.** Sphere (Large object with AC 20; 100 HP; resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks; and immunity to poison and psychic damage) has magnetic aura when drape is pulled off of it (deactivates if the drape is replaced). Each creature in room wearing metal armor, plus any metal weapon or object not secured or held is pulled to the sphere and becomes stuck. Creatures stuck to sphere are restrained. Ranged attacks with metal ammunition has disadvantage. Can be dispelled (DC 16).
- **Treasure.** 12,000 cp, 5,000 sp, and 2,200 gp, a clay chameleon statuette covered in crystal beads that change colors (25 gp), 3 painted gold masks shaped like bat, a monkey, and a parrot (75 gp each), gold coronet shaped like an octopus with mother-of-pearl eyes (2,500 gp), a *potion of diminution*, a *bead of force*, and a bronze *+1 shield* shaped like a screaming devil's face.

LEVEL 4: CHAMBERS OF HORROR

7D. ACERERAK'S FOURTH WARNING

Death to fire, dine or drown, precious air, and falling sand.
The army sleeps in silence.
The mirror holds twelve.
Find the iron scepter's twin.
The maze holds the key.

45. GARGOYLE GUARDIANS

At the bottom of the grand staircase, a resonant mechanical rumbling emanates from a dark shaft opening up in the middle of this chamber's floor. Four cylindrical stone pedestals surround the shaft, each ten ft. tall, five ft. wide, and featuring a tiny slot in its side. Squatting atop each pedestal is a large four-armed gargoyle.

- Anyone looking over the balcony also sees:

Each gargoyle is contained within a square made of metallic tiles embedded in the top of its pedestal. Starting with the northernmost pedestal and going clockwise, the tiles are copper, silver, gold, and platinum.

- 4 giant **four-armed gargoyles** stand on the pedestals. They animate and attack anyone who leaves the room without placing 1 cp in the copper slot, 1 sp in the silver slot, 1 gp in the gold slot, and 1 pp in the platinum slot.
- **Shaft.** 10 ft. wide, 15 ft. deep and leads to 58. Cog of Rot.
- **Treasure.** North pedestal holds 5 sp and 100 cp. East pedestal hides 1 gp, 120 sp, and 200 cp. South pedestal conceals 2 pp, 90 gp, 350 sp, and 500 cp. West pedestal holds 10 pp, 630 gp, 7,200 sp, 5,000 cp, and skeletal remains of an Omuan engineer.

46. LIZARD DEN

A six-foot-tall green devil face is carved into the far end of this hallway, its mouth agape. Painted murals on the walls show faceless humanoid figures doubled over in pain, clutching at their heads and ears.

- Lizard in the devil's face with 10 intelligence from *awaken* spell. Helps characters who can return it to Omu.

47. ELEMENTAL CELLS

- **Antimagic Field.** *Antimagic field* fills cells until dispelled.

47A. FIRE CELL

Waves of heat blast out of this cramped cell. The walls are scribed with relief carvings showing volcanoes setting cities ablaze. Rows of tiny holes are bored into the floor and the ten-foot-high ceiling. A human skeleton embedded in the opposite wall holds an iron sconce with a burning red candle in it.

- If Withers is alive, he traps characters in the cell by shutting the door to the fire cell behind them remotely.
- **Lava Trap.** When candle approached, lava pours in room. DC 20 Dex save, 22 (4d10) fire, success halves. Creatures repeat the save at the start of their turns.
- **Extinguishing the Candle.** If extinguished inside the cell, *antimagic field* is dispelled and all creatures in the cell are teleported to one of the other cells, as follows:

- o If the candle's flame is doused with water or some other liquid, creatures teleported to the '47B. Water Cell'.
- o If the candle's flame is blown out or smothered by a lack of oxygen, creatures teleported to air cell '47C. Air Cell'.

47B. WATER CELL

You appear in a cell that smells moldy. Its damp walls are covered with living snails and oysters, and feature sculptural reliefs of tidal waves destroying coastal cities and ships. A merfolk skeleton embedded in one wall clutches an iron scone fitted with a burning red candle. Suddenly, lukewarm water begins to pour into the cell through rows of tiny holes in the ten-foot-high ceiling.

- **Flood Trap.** Water fills 1 foot/round, 10 rounds to fill.
- **Snails and Oysters.** When oyster or snail removed from wall, cell's *antimagic field* is dispelled. Eating oyster teleports character to '47C. Air Cell', eating snail teleports character to '47D. Earth Cell'.

47C. AIR CELL

You immediately begin to choke as you are teleported to a room with no light, no sound, and no air.

- Creatures that can see in the dark see:

Sculptural reliefs on the walls of this dark cell show tornadoes uprooting trees and tearing cities apart. An aarakocra skeleton embedded in one wall holds an iron scone bearing an unlit red candle.

- DC 13 Perception check blindly discerns one key feature of the room: wall carvings, aarakocra skeleton, or candle.
- **Aarakocra Bones.** When aarakocra bone removed from wall, *antimagic field* is dispelled. Character who inhales air trapped in bone teleported to '48. Shagamba's Tomb'.

47D. EARTH CELL

The walls of this stone cell are covered with reliefs showing desert sands swallowing the ruins of civilization. A bas-relief of a robed medusa dominates one wall. It wears a stone necklace with an obsidian pendant and clutches an iron scone with a burning red candle in it. Sand begins to fall from tiny holes bored into the ten-foot-high ceiling, and you hear a rumbling noise under the floor.

- DC 10 Perception check notices a seam running down the middle of the room that suggests a trap.
- **Trap.** Fills with sand, 6 inches/round. When sand reaches 12 inches, floor splits on the seam. Creatures on floor DC 15 Dex save (standing along walls have advantage). On success, creature finds purchase on 6-inch wide ledge surrounding room. On fail, falls into 10-foot deep pit with stone rollers that deal 132 (24d10) force damage. If reduced to 0 hit points, ground to pulp. If survives, lands on iron grate 5 feet below grinders. Stone button on wall here, if pressed rollers retract and can climb out with DC 15 Athletics check. Pit in *antimagic field* area.
- **Secret Door.** Any character who searches the medusa bas-relief with DC 11 Perception check notices seams around carving, suggesting the presence of a secret door and the pendant is a button. Button won't depress unless the pit is open. Unlocks door to '48. Shagamba's Tomb'.

48. SHAGAMBI'S TOMB

This tomb is filled with terracotta warriors, kneeling in neat ranks around a polished wooden coffin. Between the warriors, four aisles scattered with broken pottery lead up to the coffin, whose painted lid shows a leopard with serpents sprouting from its shoulders.

- Each character who teleports into this tomb from '47C. Air Cell' appears atop a randomly determined teleportation rune (roll 1d6: 1–2, north rune; 3–4, east rune; 5–6, south rune). Creature that arrives at north rune takes 18 (4d8) force damage.
- Any creature that moves from outside a rune into its space is instantly teleported to '50. Mirror of Life Trapping'. A creature that uses the south rune to teleport is also polymorphed into a random beast, as with *polymorph* spell. Roll d4: 1, baboon; 2, bat; 3, flying snake; 4, quipper.
- **Advice from the Spirits**
 - o Unkh says to leave the tomb using a teleport rune.
 - o Wongo wants to shatter terracotta warriors.
- Forty-eight **terracotta warriors** guard the tomb. If anyone makes noise read:

All the terracotta warriors turn their heads to face you. As one, they pull their swords a few inches from their scabbards.

- Any creature walking through the tomb must succeed on a DC 12 Stealth check to remain quiet. Moving through pottery shards gives disadvantage. After the first warning, the terracotta warriors attack if another check fails.
- **Coffin.** Lid not locked, opening triggers music box which rouses terracotta warriors. Wire that triggers can be discovered with DC 14 Perception, cut with DC 12 Dex (thieves' tools).
- **Treasure.** Shagambi's bones, 200 gp, five moonstones (50 gp each), the fine music box activated by the trap (250 gp), and an *instrument of the bards* (Canaith mandolin).
- When someone touches the instrument read:

Six shadowy serpents slither out of the mandolin and coil around your body. You hear a purring voice in your mind say, "I am not your enemy."

49. MAZE OF DEATH

49A. STONE SLABS

A stone slab blocks the end of this corridor. Painted on the slab is the image of a gaunt male humanoid wearing a hooded cloak, its face a mask of stars. The figure's withered left hand is raised with palm extended.

- Raising a left hand palm extended opens the slabs at either entrance to the area. Read:

The slab sinks into the floor, revealing a dusty passageway beyond. Relief carvings on the walls depict crowds of humanoids fleeing a black star in the sky, with rays of light extending from it to turn those they strike to dust.

- If characters are inside the maze and the stone slabs seal off the exits read:

Painted on the inside of the slab is a male humanoid wearing a hooded cloak, once again with stars where his face should be. The figure holds up his right arm, which is severed neatly at the elbow.

- From inside the maze, a character can make both slabs sink back down into the floor by standing in front of either slab while holding up his or her right arm — as long as that arm has been severed at the elbow.

49B. GREEN DEVIL FACE

A green stone face of devilish countenance protrudes from the wall. The devil's mouth is agape and filled with darkness.

- The face holds a *sphere of annihilation*.

49C. BLACK OPAL CROWN

In this central open space, a gold crown topped with a glittering black opal rests on a marble pedestal.

- If crown removed, stone slabs at 49A seal off both exits and two **bodaks** emerge from the *sphere of annihilation*.
- **Treasure.** Black Opal Crown is worth 5,000 gp, can fetch up to four times that value if sold at auction in major city.

50. MIRROR OF LIFE TRAPPING

This dusty room is fifteen ft. square and empty except for an ornate, rectangular mirror mounted on the wall opposite the room's only exit.

- A mirror of life trapping is attached to the west wall. Creatures within 30 ft. that sees reflection, DC 15 Cha save or be imprisoned inside. Command word "Khomara" to deactivate and "Blackfire" + number to free captive in a certain cell. Destroying the mirror releases all captives.

Prisoners of the Mirror

d12	Name	Description
1	A'tan (human commoner)	Neutral
2	–	–
3	Invisible stalker	Hostile
4	Zaal (minotaur)	Friendly
5	–	–
6	Yraggath (troll)	Hostile
7	Tlad Xolbrys (drow mage)	Neutral (self serving)
8	Pox (doppelganger) disguised as human named "Biff"	Neutral (self serving)
9	Giant four-armed gargoyle	Hostile
10	–	–
11	Lukanu (human champion)	Friendly, has <i>scorpion armor</i>
12	Stirge	Hostile

- If all are freed at once, occupants behave as follows:
 - **Invisible stalker** and **troll** attack the party.
 - **Lukanu** and **Zaal** attack the **gargoyle**, destroying it in 4 rounds, and then help the characters deal.
 - The **stirge** attacks **A'tan**, killing him in 1 round.
 - The **doppelganger** tries to flee but doesn't go far, hoping that the characters survive and returning to thank them if they prevail.
 - **Tlad Xolbrys** uses his magic to help the characters unless it looks like they're near defeat, whereupon the drow turns against them.

51. GHASTLY DOOR

What appears to be a large stone door looms at the end of the hallway, but it bears no handles or hinges. Jutting from the wall on either side of the door are two matching bronze sculptures — each the head and neck of a serpent with fangs bared. On the lintel above the door is inscribed the following message in Common: "Warm like flame, cold for the cruel, still for the dead, gruel for the ghoul."

- **Ghasts** in secret compartment open door when pint of blood poured into serpents' mouths, can also be opened with combined Str of 33, but this releases the ghasts.

52. THRONE ROOM

This vaulted chamber features a ten-foot-deep sunken floor surrounded by ledges without railings. Alcoves along the ledges hold painted wooden statues of hornet-headed humanoid warriors, each wearing a grass skirt and clutching a spear.

A gruesome throne lashed together of bone and strips of skin stands atop the west ledge. A fearsome horned skull surmounts the throne, and small skulls are piled around it. The seat of the throne appears to be made of stretched skin and has a metal scepter resting on it.

Shuffling about the sunken portion of the room are three gaunt humanoid figures in dusty robes draped in cobwebs, their eyes and mouths stitched shut. Armed with brushes and clay pots of pigment, they paint the walls and pillars with grim, poorly rendered illustrations.

- **Advice from the Spirits**
 - Obo'laka says don't disturb throne or pick up scepter.
 - Papazotl knows throne made from the bones of dead Omuans + skull of Omu's minotaur champion, Karagos.
- **Blind Artists.** 3 blind artists (**zombies**) paint characters' exploits in tomb on walls. If an artist is harmed, **tyrannosaurus zombie** bursts from floor and attacks.
- **Throne of Acererak.** Touching skull or sitting on throne, DC 16 Charisma save or cursed with the Rage of Karagos (+50 temporary HP and berserk, forced to attack nearest creature it can see with melee attacks, ends if berserk creature drops to 0 HP, or by *greater restoration* or *remove curse*. When curse ends, temporary HP disappear
- **Acererak's Scepter.** Solid iron, adamantite head, nonmagical, 12 lbs, can be used as mace.
- Search of northwest alcove finds secret door to area 53.

53. CRYPT OF THE SUN QUEEN

The walls of this room are adorned with tile mosaics of a jungle city intermingled with frescoes of flowering plants, birds, insects, and humans wearing gold skirts and carrying spears and ornate jugs. The ceiling is painted to look like a clear blue sky. A small bejeweled cockroach rests atop a sarcophagus of black basalt in the middle of the room. A two-foot-diameter orb hanging from a chain above the sarcophagus is made of hammered gold to resemble a smiling sun.

- Lid has NAPAKA etched into it, sealed with strips of melted lead, can be pried away. DC 15 Athletics check to open after lead is stripped away.
- **Golden Sun.** AC 15; 22 HP; and immunity to fire, poison, and psychic. Makes inscrutable face, deals 10 (3d6) fire damage to everyone in a 20 ft. radius when it or chain are touched. If queen's remains or treasures removed from, shoots rays at all in 30 ft, DC 14 Dex save or 12d6 fire.
- **Treasure.** Cockroach-shaped jewelry box made of gold, set with precious gems (1,500 gp) contains small jade key shaped like crocodile (for '62B. Sloped Hall) and *necklace of fireballs* with eight beads remaining, which is cursed.
- **Curse.** When creature dons cursed necklace, all beads detonate. All in 20 ft. radius, DC 15 Dex save, 56 (16d6) fire on failure, success halves, necklace-wearer auto-fails.
- **Sarcophagus.** Holds preserved remains of Queen Napaka and her attire (250 gp) and iron scepter.
- **Iron Scepter.** Scepter must be replaced with twin from '52. Throne Room' or all in room make a DC 18 Con save, 45 (7d12) necrotic on a failure, success halves. Can be used to destroy juggernaut in '62. Stone Juggernaut'
- Characters can learn information from Napaka with a *speak with dead* spell.

54. ROLLING DOOM

After ten feet, this dusty corridor becomes a staircase that descends fifteen ft. to a lower tunnel. Resting on the floor at the bottom of the staircase is an old treasure chest with a rusty built-in lock. Just beyond the chest, the tunnel opens up to a huge, dark chamber.

- When '54A. Treasure Chest' or its lid is lifted, '54B. Granite Ball' tumbles down stairs to '54C. Hidden Pit'.

54A. TREASURE CHEST

- Locked, DC 10 Dex (thieves' tools). Holds invisible key. If broken by granite ball, key found with DC 15 Perception.

54B. GRANITE BALL

- When chest opened, granite ball drops, rolls down stairs. DC 15 Acrobatics to jump over. On failure, 22 (4d10) bludgeoning and prone. Compartment in ceiling that holds ball can be detected with a DC 15 Perception check.

54C. ACID PIT

- 10 ft. pit full of acid opens when 100 pounds applied to floor. DC 13 Perception check reveals outline of pit. Creatures on floor when collapses, DC 15 Dex save to grab edge (disadvantage if unaware of pit). Acid deals 66 (12d10) acid on entry or at start of turn within it. Walls too smooth to climb up, needs magic or climbing gear.

55. UNKH'S TOMB

Four marble columns support the ceiling of this grand tomb. Twin staircases ascend to an upper gallery, where a carving in the form of a giant maze adorns the wall. On the floor of the tomb stands an opaque crystal sarcophagus that is constantly changing color. Minotaur murals adorn the walls on the lower level of the tomb.

- **Advice from the Spirits**
 - I'jin says wait for sarcophagus to turn gold before open
 - Kubazan urges to inspect maze carving and touch first
- When the wall carving is examined, read:

The intricate carving shifts before your eyes, its configuration ever-changing. The maze has no exits, and its corridors are lit by tiny torches and clouded by fog.

- First creature touching maze is transported into it and all secret doors open, unleashing 10 **minotaur skeletons**.
- When a character arrives in the maze, describe:

You stand within a fifteen-foot-high passageway walled by smooth, featureless stone, which is lit by torches and shrouded by fog. There's no ceiling, and when you look up, you see a distorted view of the room you left behind.

- **Finding a Key.** Character in the maze can spend turn exploring, roll on table. If key found, transported out:

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d100	Discovery
01–70	Nothing
71–75	Skeletal remains of an Omuan child
76–84	Minotaur that fights to the death
85–87	Blue crystal key
88–90	Gold crystal key
91–93	Purple crystal key
94–96	Green crystal key
97–99	Red crystal key
00	Black crystal key

- **Sarcophagus.** The crystal sarcophagus changes color every 6 seconds, shifting through: blue, gold, purple, green, red, black. If key of that color is inserted into the keyhole, sarcophagus opens and character gets gift:
 - **Black Key.** *Charm of nine lives* (when you drop to 0 HP from damage, drop to 1 hit point instead. 9 uses)
 - **Blue Key.** *Charm of the crystal heart* (immunity to piercing and slashing damage from nonmagical attacks, vulnerability to bludgeoning damage, 10 days)
 - **Gold Key.** *Charm of treasure sense* (can use action to smell location of precious metals and stones, such as coins and gems within 30 ft. Lasts 3 days).
 - **Green Key.** *Charm of the swollen hag* (can spit up a frog as an action. Understands you and obeys your commands. 3 uses).
 - **Purple Key.** *Charm of the maimed* (can regrow a lost appendage or organ, such as an arm, a foot, or an eye. 1 use).
 - **Red Key.** *Charm of the ghoul* (use an action to eat a mouthful of flesh from a humanoid that has been dead no longer than 1 day to gain 3d8 + 3 HP, 3 uses)
- **Treasure.** Sarcophagus filled with salt, has 10 opalescent bracelets (75 gp each) from the shell of a flail snail and a *robe of scintillating colors*. When robe touched:

Slime pours from the folds of the scintillating robe to take the form of multiple flail-like pseudopods. A female voice echoes through the chamber: "I can help you. At least, I think that's what I'm supposed to do."

56. GRANDFATHER CLOCK

This room contains a wooden cabinet with a numbered dial at its top set with two ornate metal spokes. Beneath dial, pendulum swings inside an open compartment. An egg-shaped stone adorns the pendulum's tip.

- **Advice from the Spirits**
 - Unkh wants to marvel at technological wonder of clock
 - Wongo finds ticking clock oddly soothing, wants to stay
- Time is 5d10 + 5 minutes past the hour. When reaches top of hour, all in 30 ft. DC 17 Con save or age +10 years
- Key from 54A., *knock*, or DC 20 thieves' tools to open
- **Treasure.** Jewel on pendulum is *Navel of the Moon*.

57. OUBLIETTE

You arrive in a room half-filled with rotting corpses. Protruding from one wall is a large green devil's face, its flared nostrils set just above the putrescent mass. A sconce above the face holds a flickering torch.

- DC 14 Perception to notice **otyugh** feeding on corpses.
- **Green devil face.** There is a lever in each of the two nostrils. Pulling the left lever causes the mouth to open and pull in creatures in the room to destroy them. Any creature that starts its turn in the room and isn't secured in some fashion must succeed on a DC 11 Dex save or be pulled into the gullet and destroyed. If a character fails the save, another character within reach, or any character bound to the first character by a rope, can use his or her reaction to grab on and grant the first character a reroll. This lasts for 1 minute. Pulling the right lever teleports all creatures in the room to '5B. Devil's Face'. The levers are reversed next times creatures enter this room.

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- **Aboleth Slime.** Difficult terrain and deals 5 (1d10) psychic damage to creatures in contact with it. Can be destroyed by cold, radiant, or necrotic damage.

58. COG OF ROT

A pungent stench fills this pentagonal room, the walls of which are covered with riveted sheets of iron. A wild garden full of sickly plants and rotting compost takes up most of the interior, and a narrow path hugs the walls between two exits. Jutting from the middle of the garden is a six-foot-tall rusty sprinkler. In the ceiling above the sprinkler, a ten-foot-wide shaft leads straight up.

- If the cogs are turned so that one of the doorways lines up with '63. Gas Filled Chamber' to north, gas billows into garden, transforms compost into 3 **shambling mounds**, which rise up and attack any other creatures in the room.

59. COG OF ACID

An acidic stench fills this pentagonal chamber, which has two exits. The walls are covered with riveted sheets of iron, and the pockmarked stone floor has a large puddle of gray slime in the middle of it. Friezes along each wall just beneath the ceiling depict five black dragons.

60. COG OF BLOOD

Five teak wardrobes stand against the ironclad walls of this chamber, each with a door bearing a carved image or scene. Puddles of gray slime cover parts of the floor. The room has two exits, including an adamantine portcullis blocking a passage to the north. Set into a metal plate above the portcullis is a row of five red crystals shaped like drops of blood.

- When monsters in each wardrobe area defeated, a red crystal illuminates. When all 5 are illuminated, portcullis opens. Portcullis bars are 4 inches apart.

ACHERON WARDROBE

Dust and smoke billow from the wardrobe, and the air around you sounds out with the roar of battle. Beyond the doors, armies fight under a blood-red sky that has an iron cube floating in it like a huge, distant moon. Clouds of ash suddenly fly out of the wardrobe, transforming into screaming orcs before your eyes.

- Opening wardrobe summons **orc war chief** and 7 **orcs**.

GEHENNA WARDROBE

The door opens above the caldera of an active volcano. Shards of black rock float above the molten magma. Perched atop one shard are two man-sized creatures with insectoid features and four arms apiece.

- When opened, 2 **mezzoloths** teleport in room and attack.

MECHANUS WARDROBE

Enormous interlocking gears and cogs stretch as far as you can see. Suddenly, a spherical construct with spindly legs and small wings tumbles through the open doorway.

- Opening wardrobe summons a clueless, disoriented **monodrone** that lands prone at the characters' feet.

NINE HELLS WARDROBE

Waves of heat assail you as the door opens, revealing an iron road leading to a basalt citadel surrounded by the charred remains of defeated armies. Prisoners scream from iron gibbets that festoon the citadel walls. Suddenly, a single glowing ember flies out of the wardrobe and transforms into a winged, bony fiend with a smiling, skull-like visage.

- Opening wardrobe summons a **bone devil**.

SHADOWFELL WARDROBE

You gaze out across an ancient cemetery, its canted tombstones shrouded in fog. Eerie, hungry shapes move among the graves in the distance. Suddenly, bright glowing balls of light appear in the room behind you.

- Opening wardrobe summons 4 invisible **will-o'-wisps**.

61. CONTROL ROOM

A four-foot-high, seven-foot-wide iron lectern in the middle of this rusty, iron-plated room is topped by a slanted control panel. Set into the control panel are a gold lever with a star-shaped handle, two dials in red and blue, and two buttons of the same colors. Wall engravings behind the control panel show five groups of circles, with a small crystal embedded in the wall under each one. The crystal under the configuration labeled "3" glows bright green. Three six-inch-diameter rusty iron pipes jut from the wall above the engravings.

- Pass out handout 24.
- **Advice from the Spirits**
 - o Papazotl guesses blue controls help, red controls hurt
 - o Unkh wants to study controls, after 1 hour concludes controls are a mystery and should be left alone.
 - o Wongo urges his host to smash the controls.
- **Blue Dial.** If turned, currently lit crystal goes out and the crystal to left or right (direction dial is turned) lights u. Crystal under configuration 3 is illuminated.
- **Blue Button.** If pushed, sets cog orientation based on which crystal on the wall is illuminated.
- **Gold Lever.** If pulled, gets stuck in the down position and aboleth slime pours into the room at 1 inch/round. Can be unstuck with DC 15 Dex (thieves' tools) or a DC 15 Athletics. The gold lever is also used to activate the golden mastodon in '67. Hall of the Golden Mastadon'.
- **Red Button.** Causes iron wall to drop at exit for 1 hour.
- **Red Dial.** If turned left, establishes a two-way telepathic link between creatures in control room and **aboleth** in '65. Underground Lake', who says "What now, Gorra?" expecting Withers. Turning dial to the right ends the link.
- **Cog Configurations.**
 - o **Configuration 1.** Open doorways connect area 58 to areas 60 and 63. Area 59 is cut off, as are exits to areas 61, 62, and 67.
 - o **Configuration 2.** An open doorway connects areas 58 and 63, but a doorway leading to area 59 ends in a blank wall. Area 60 is also cut off, as are exits to areas 61, 62, 67, and 68.
 - o **Configuration 3.** As shown on map 5.5.
 - o **Configuration 4.** An open doorway connects area 58 to area 62. Area 59 and area 60 are cut off, as are exits to areas 61, 67, and 68.
 - o **Configuration 5.** Open doorways connect areas 59 and 61, as well as areas 60 and 67. Area 58 is cut off, as are exits to areas 62 and 68.

62. STONE JUGGERNAUT

62A. STONE JUGGERNAUT

This hall is choked with dust and cobwebs. Up ahead, flickering lights dimly illuminate a larger hall running perpendicular to this one. Where the two halls meet, words have been scrawled on the ceiling in dried blood.

- At the spot marked X near this area bloody words on the ceiling read, "AWAKEN NAPAKA!"

62B. SLOPED HALL

Large puddles of gray slime spread across the floor of this ten-foot-wide, gently sloping hallway. Candles flicker on riveted sconces, casting dim light across a sequence of sculpted reliefs depicting humanoids with bestial heads kneeling before a black star. At the lower end of the hall, a thick purple drape hangs wall to wall. At the upper end, the hallway terminates.

- **Secret Crawlway.** Hidden behind a bas-relief depicting a crocodile-headed humanoid holding up a trapezoidal chest, a crawlway leads to area 62D. The chest has a real keyhole that can be unlocked with the jade key from 53. Crypt of the Sun Queen. DC 21 Dex (thieves' tools) check also works, but a failure by more than 5 opens the door that unleashes the stone juggernaut.

62C. BROKEN STATUE

- The hallway comes to a dead end 15 ft. beyond the purple drape.

A six-foot-tall statue of a leering four-armed gargoyle stands against the back wall. One of its arms has broken off and lies on the floor in front of it, its hand curled into a tight fist. The other three arms have their clawed hands open in such a way as to suggest they're meant to hold something. Carved into the wall above the statue is a riddle: Three I need

Then three more

Three more still

Opens the door

- When three sets of three gemstones are placed in the statue's hands, the broken off hand opens to reveal the Eye of Zaltec.
- **Trap.** When the Eye of Zaltec is taken, poison gas erupts from the statue causing each creature within 15 ft. of it to make a DC 15 Con save or fall unconscious for 1 hour or until it takes damage. At the same time the door to 62D opens and the **stone juggernaut** rolls down the corridor. If that happens read:

The wall at the west end of the hall slides back to reveal a stone juggernaut on rollers. The construct fills the height and width of the hall and barrels toward you at alarming speed.

62D. SECRET ROOM

- The **stone juggernaut** is here until activated. If activated, the magic scepter from 53. Crypt of the Sun Queen reduces its HP to 0.
- **Treasure.** Unless it has been teleported to the statue's hand in 62C, the Eye of Zaltec is on a shelf on the western wall.

63. GAS-FILLED ROOM

- If the cogs are oriented so that 63. Gas Filled Room connects to the 58. Cog of Rot read:

Thick green gas billows out of skull-shaped nozzles set into the walls of this cramped room. A rotting corpse clad in studded leather armor lies on the floor, mouth open and hands grasping its throat. Wrapped around one of its arms is a yellow band.

- The gas creates three shambling mounds in 58. Cog of Rot and any other creatures exposed to the gas must make a DC 13 Con save or take 18 (4d8) poison damage on a failed save and half on a success at the start of each turn.
- **Treasure.** The corpse (Lord Brixton) wears studded leather armor and carries a sheathed longsword with a dragon-shaped hilt. The sword has a minor magical property: its bearer gains the ability to speak and understand the Draconic language. Next to Lord Brixton's body is a dungeoneer's pack and six carnelian gemstones (50 gp each).

64. BASE OF THE WATERFALL

The walls of this grotto are slick with slime, and the air reeks of decay. Filthy water tumbles down from a hole in the ceiling, then courses along a rough-hewn tunnel toward a murky lake. The din of machinery echoes from that direction.

- DC 15 Athletics to climb slimy walls.
- Water is 30 ft. deep.
- Current leads to 65. Underground Lake

65. UNDERGROUND LAKE

A dark underground lake opens up before you, its ceiling festooned with chains and gears — some of which appear to have dwarves dangling from them. A gigantic motionless stone cog rises from the water, with two matching cogs connected to it. Rusty metal conduits stretch from the cavern walls to the cogs. The water of the lake is slimy, with pinpricks of phosphorescent light twinkling in the murk.

- 1d4+1 **tomb dwarves** do maintenance on the ceiling, but don't attack except in self defense.
- An aboleth named G'lyh'rul lives in the lake with a split personality. 50% chance that it supports the rise of the death god and is violent. 50% chance that it's a harmless, gleeful, and curious child. Creatures that communicate with it while it's peaceful can gain information as if they had cast a *commune* spell.

66. DOOR OF DEVOURING

- If characters approach from 26. Spiral Staircase read:

At the bottom of the staircase, a dark corridor leads south, while a stone door with iron hinges and a brass knob stands to the east.

- If characters approach from the lake read:

A worked stone column stretches from the bottom of the lake to the cavern roof and is attached to the nearby wall by a stone conduit. On one side of the column, steps of moss-covered stone climb from a stone dock to a landing whose stone door shows no handles or hinges. Ropes lash a pair of rowboats to a dock post, and a rusty iron cage wallows in the slime, held afloat by chain and winch. Phosphorescent crabs gather at the bottom of the lake below the cage.

- If anyone touches the door read:

A monstrous mouth forms on the door's surface, calling out with a deep drawl: "I'm so hungry I could eat you alive, but I'll settle for somethin' else. Somethin' livin'. Somethin' light!"

- If the door is fed a crab from the lake, it turns into a door that characters may pass through unharmed. If the door is fed anything else, it eats the character if within 10 ft. and teleports them to 57. Oubliette (no save).
- **Diving Cage.** The cage provides creatures within it the effect of a *water breathing* spell. Using the winch, the cage can be lowered into the water and characters can harvest 2d6 phosphorescent crabs. Using the cage alerts the **abolet** at 65. Underground Lake.
- There are two rowboats labeled *Predator* and *Prey* that can hold four medium or smaller creatures.
 - Predator. Creatures aboard the Predator have advantage on attack rolls while the boat is in the water. A filled bullseye lantern hangs off the boat's bow.
 - Prey. Creatures aboard the Prey have advantage on saves while the boat is in the water.

67. HALL OF THE GOLDEN MASTODON

- A stone block lodged in the ceiling at the entrance to the room can be noticed with a DC 20 Perception check.

A life-size golden statue of a mastodon stands atop a one-foot-high stone cog at the center of this room. Jeweled tusks sweep from its jowls, and its trunk is raised in a roar. Inscriptions coil around the statue's body, and murals on the walls show a Chultan warrior riding a living mastodon through a series of hellish landscapes. In each scene, a different breed of devil assails them.

- **Advice from the Spirits**
 - Unpredictable I'jin wants to ride the golden mastodon!
 - Nervous Obo'laka is afraid of the golden mastodon and urges her host to not provoke its anger.
 - If the challenges faced by Ch'gakare and Ghom are recounted to her, wise Shagambi concludes that the hall was constructed to present similar challenges.
- DC 15 Intelligence (History) check to recall the legend of Ch'gakare from the murals in the room.
- If anyone inspects the mastodon, there's an inscription that reads:

Let your bones watch over my treasure, brave Ghom. As you carried me from the inferno, so shall I rise from death to defend my riches.

- Any search of the top of the statue reveals a star-shaped indentation that can be activated with the golden lever from 61. Control Room. If activated read:

A thunderous trumpeting sound erupts from the mastodon's trunk, causing a block of stone to seal off the room. The cog under the mastodon's ft. then begins to revolve, letting the statue face each of the murals in turn.

- The block of stone at the entrance from the room falls when the mastodon is activated sealing the entrance.
- After the first complete revolution, the mastodon lights the ground on fire dealing 10 (3d6) fire damage to anyone on the floor (those riding the mastodon are unaffected).
- At the start of each round the following devils appear out of the walls:
 - Round 2: Four **spined devils**
 - Round 3: Three **bearded devils**
 - Round 4: Two **barbed devils**
 - Round 5: One **horned devil**
 - Round 6: One **erinyes**

- The only devil that will bargain with the characters is the **erinyes**, who will spare the party for a character's soul. That character is destroyed by fire.
- When the last devil is defeated or the party negotiates, read:

The fires go out, though smoke still hangs in the air. A warm wind blows through the hall, carrying the scent of jasmine, frankincense, and grave dust. The smoke coalesces into a decayed warrior wrapped in bandages. He holds up a gruesome chalice made from a human skull.

- **Treasure.** If stripped off, the mastodon's gold leaf is worth 2,500 gp, though it takes a character 30 hours to claim it all. Multiple characters working together can shorten the time proportionately. Fifty gemstones (100 gp each) can also be pried loose from the mastodon's tusks. The man's (Ch'gakare's) gift is the fabled Skull Chalice of Ch'gakare.

68. HALL OF DECAY

Graven images of rotting corpses decorate this hall, and the floor is littered with tarnished coins, pieces of armor, broken shields, axe heads, and other bits of scrap metal.

- All nonmagical objects made of cloth, leather, wood, or metal that enter this corridor instantly decay or corrode to the point of being useless and worthless.
- When characters can see through the archway at the west hall read:

This yawning archway has a keystone adorned with an iron bull's skull, which bites down on an ivory ring.

- If the ring is yanked from the jaws of the skull, the destructive effect in the hallway stops.

69. MECHANUS CHAIN

Hot wind tinged with the smell of burning oil blows down a forty-foot-diameter vertical shaft. Stone balconies protrude from the walls on opposite sides of this expanse, with the west balcony fifteen ft. higher than the east one. Two thick chains rattle in the gulf between the balconies — one ascending two hundred ft. before disappearing into a cloudy vortex lit by arcs of purple lightning; the other wrapping around an enormous metal gear floating one hundred ft. below. Another hundred ft. below the gear, a second vortex rages.

- The first time characters move out onto the balcony read:

A rip forms in the vortex high above, and nine cube-shaped creatures with wings and shortbows fly through. They are quickly followed by a large crystal decahedron that holds a weird starfish-shaped creature.

- A **pentadrone** and nine **quadrones** appear and attack until destroyed. The pentadrone is encased in a decahedron, which gives it total cover and a flying speed of 30 feet. The pentadrone can't make melee attacks through the decahedron, but it can use a bonus action to open a small hole in any of the decahedron's facets in order to spray creatures with its paralysis gas. The decahedron has AC 16, 50 HP, immunity to poison damage, resistance to piercing and slashing damage, and vulnerability to bludgeoning and thunder damage.
- Characters proficient in Arcana skill who make an Intelligence (Arcana) check to learn any of the following information:

- o DC 10: Planar vortices are incredibly destructive. No one can expect to enter a vortex and survive.
- o DC 15: The chain is called a Mechanus chain. Such chains are crafted by modrons and used in conjunction with other machinery to keep the plane of Mechanus in working order.
- o DC 20: This Mechanus chain has been repurposed for the tomb. One chain would be enough to keep the tomb's traps and other mechanisms in working order.
- o DC 25: Destroying a Mechanus chain requires the casting of three wish spells.
- **The Shaft.** The balconies are 15 ft. apart. The western balcony is 15 ft. higher than the eastern one. A character can also cross the expanse by leaping from one balcony to the nearest chain, from that chain to the other, and finally to the opposite balcony. Each of these jumps requires a successful DC 10 Athletics check. Any character who fails a check made to jump to a balcony or chain falls down the shaft and into the lower planar vortex unless somehow halted. A falling character can land on the floating gear 100 ft. below with a successful DC 10 Dex save but takes falling damage as normal.

70. ARMILLARY SPHERE

This chamber contains a bronze apparatus centered on a hinged arm. Slowly rotating within the arm is a 10-foot-diameter globe decorated by a topographic map of landforms and oceans. Concentric rings of brass constrain the device, all rotating and bearing their own lesser spheres. One of those spheres has sharp points and appears sunlike. Carvings of tall, headless humanoids decorate the walls of the room.

- The first time any creature moves within 5 ft. of the central globe, read:

The apparatus suddenly swings around, its rings rotating out of the way as the surface of the globe peels back to reveal a dark, hollow interior. Inside this cavity is a padded bronze chair with levers built into its armrests.

- When the creature seated on the chair stands up, the globe's hatch opens, closing again only when another creature sits on the chair or when there are no creatures within 5 ft. of the armillary sphere.
- **Monster in the Moon.** A *nycaloth* is crammed inside the bronze orb representing Toril's moon, Selûne. The first time a creature inside the armillary sphere reorients its rings and outer orbs, the *nycaloth* bursts out of the moon, shattering it. When this *nycaloth* rolls a natural 20 on an attack roll made with its greataxe, it cuts off the target's head.
- **Critical Conjunction.** If the rings are spun so that all the celestial bodies are lined up, roll on the Armillary Sphere Conjunction table to determine what happens. Once a conjunction effect occurs, the armillary sphere breaks down, causing the levers to lock in place and the hatch to lock shut. The locked hatch is a Large object with AC 11, 25 HP, and immunity to poison and psychic damage. As long as the outer rings and orbs aren't in motion, the hatch can be forced open with a successful DC 20 Athletics check, or opened with a successful DC 20 Dex check made by character using thieves' tools.
- **Concealed Crawlway.** Any character who enters the crawlway towards 61. Control Room discovers a stone lever in the wall at the south end of the crawlway.

Prisoners of the Mirror

d100 Conjunction Effect

- | | |
|-------|--|
| 01–05 | The armillary sphere and any creatures inside it disappear. The DM ultimately decides where they end up, if anywhere. Possibilities include Mechanus, the Vast Swamp on Oerth, Mount Nevermind on Krynn, a desert on Athas, Victorian London on Earth, or the sun. |
| 06–15 | The creature sitting in the armillary chair is touched by an unknown entity and suffers a radical personality change. Work with the player to determine an appropriate change. |
| 16–30 | A <i>cloudkill</i> spell is cast within the globe. |
| 31–50 | The sun-shaped orb splits open, spilling 5,000 gp onto the floor. |
| 51–65 | The creature sitting in the armillary chair gains a <i>charm of heroism</i> (see "Supernatural Gifts" in chapter 7 of the DMG). |
| 66–80 | Every creature within 20 ft. of the armillary sphere regains 50 HP. Creatures inside the globe do not gain this benefit. |
| 81–90 | A <i>gem of brightness</i> appears on the lap of the creature seated in the armillary chair. |
| 91–99 | The Intelligence score of the creature seated in the armillary chair permanently increases by 1d4 + 1, up to a maximum of 22. |
| 00 | The creature seated in the armillary chair is granted the ability to cast the <i>wish</i> spell once. |

LEVEL 6: CRADLE OF THE DEATH GOD

71. LAIR OF THE SEWN SISTERS

Green smoke billows out from a bronze cauldron in the middle of this twenty-foot-high vaulted hall. Barely visible through the haze are three rocking chairs, several work benches heaped with haberdashery, a spinning wheel, and a rusty iron cage containing a prisoner. Galleries stand ten ft. above the floor to either side of the room.

- Three **night hags** called the Sewn Sisters live here and watch from the Border Ethereal.
- When the characters approach, three hag dolls scurry into view:

Three tiny figures waddle toward you through the smoky haze: a straw doll with rusty pins sticking into its body, a faceless child molded from clay, and a stuffed monkey with the lower body of a unicycle. The straw doll says, "You need to run away! The Sewn Sisters will be back any moment now!"

- Hag dolls are Tiny constructs with AC 10, 1 hit point, a walking speed of 10 feet, immunity to poison damage and the poisoned condition, and no attacks. They are named Strawbundle, Clay No-Face, and Joho. Strawbundle can share the following:
 - The Sewn Sisters are three night hags. The dolls refuse to mention the hags by name, lest the hags hear their names being uttered.
 - The dolls were made from the souls of children and want to be free of the captors.
 - The hags are nursing some kind of creature that lurks on the other side of the skeleton gate (the great green door), but the dolls don't know what the creature is.
 - To learn more about the adventurers, the hags have been torturing the "lookie-like" in the cage.
- If the characters take an interest in the skeleton gate, the dolls reveal what they know about it:
 - Five skeleton keys are needed to unlock the skeleton gate. Each key looks like an animated skeleton with a skull that extends into a carved key-like shape.
 - The skeleton keys wander the upper levels of the tomb.
 - Before the skeleton keys can be used, the skeleton gate's five keyholes must first be opened. The five adjoining rooms (areas 72 to 76) contain trials that can be overcome to open the five keyholes.
- The dolls can give a character a charm once.
 - **Strawbundle's Charm.** While you have Strawbundle in your possession, this charm allows you to cast the *etherealness* spell as an action, no components required. After it is used three times, the charm vanishes.
 - **Clay No-Face's Charm.** While you have Clay No-Face in your possession, you don't need to eat, drink, or breathe. These benefits last for 30 days while the doll is in your possession, after which the charm vanishes from you.
 - **Joho's Charm.** While you have Joho in your possession, it grants you the benefit of a helm of *comprehending languages*. This benefit lasts for 7 days while the doll is in your possession, after which the charm vanishes from you.
- **Cage.** The cage holds a degenerate clone of one of the player characters that has been tortured by the Sewn

Sisters for information on the characters. The lock can be broken off easily.

- **Skeleton Gate.** When the characters approach the green door read:

This twelve-foot-high, ten-foot-wide door is made of green stone, its surface carved with grinning goblin skeletons. A belt of smooth stone spans the door at a height of four feet, set with five gold symbols in a row: a triangle, a square, a pentagon, a hexagon, and an octagon. Each symbol is engraved on a recessed circular seal.

- The skeleton keys are meant to be placed in a keyholes behind each symbol, but the symbols only reveal keyholes after each trial has been faced in areas 72 through 76.
- **Facing the Night Hags.** The hags will do what they can to stop characters from getting through the door, such as stealing the keys and bringing them to the Border Ethereal.
 - Widow Groat has tarnished gold coins covering her eyes and ants nesting in her skull. The ants serve as her spies, and their presence often portends her arrival. She carries a heartstone, a soul bag, and an iron ring with eight keys. The keys unlock the shackles in area 78.
 - Peggy Deadbells wears a string of chattering children's teeth and thumps about on a heavy peg leg. When she laughs, yellow gas billows out of her nose and ears. Around her neck, she wears a pouch made from gnome skin, inside which is a heartstone and five lustrous black marbles (see area 81). Tied to Peggy's rope belt is a soul bag.
 - Baggy Nanna has a squirming leather sack sewn over her head. The bag also contains a cockerel, a viper, and a terrier. One animal can emerge from the bag in place of her own head to speak on her behalf, and the animals become smoke when Baggy Nanna dies. In her pockets, she carries a heartstone, a soul bag, and three goblin fingers.
- If captured and questioned, a hag can reveal the following information:
 - "Hidden on this level of the dungeon is a library of lost lore, guarded by an arcanaloth whose true name is Ygga Raxyg." (See area 80 for details.)
 - "There is only one way to leave the dungeon: the ebon pool. Charred bones point the way." (See area 81 for details on the ebon pool. "Charred bones" refers to the charred skeleton on the floor in area 79.)
 - "The Red Trail leads to death." (See area 79.)

72. TRIAL OF THE TRIANGLE

- The door to this area has a triangle carved into it. When the characters open the door, read:

A five-foot-wide, floor-to-ceiling glass cylinder near the back wall of this room is filled with light, the source of which is not apparent. A tiny triangular hole is cut through the glass, five ft. above the floor. Inside the cylinder, an iron lever is set into a metal plate on the floor.

- If the lever is pulled, the triangle seal on the skeleton gate in area 71 rolls aside, revealing a triangular keyhole behind it.
- The cylinder is normally impervious to damage and spells, but if three creatures stand around the glass cylinder, forming the points of a triangle around it, the cylinder turns brittle and can be shattered with any solid hit.
- Other solutions include using *gaseous* form to pass through the keyhole, *misty step* into the cylinder, using *unseen servant* or *telekinesis* to pull the lever. *Magé hand* isn't strong enough.

73. TRIAL OF THE SQUARE

- The door to this area has a square carved into it. When the characters open the door, read:

This room is filled with flying sheets of parchment, with writing on the pages visible as they flutter by. A metal plate bolted onto the far wall is set with a ghostly lever.

- A character can use an action to grab a page as it flutters past with a successful DC 10 Dex check. Written on the page is a random spell; roll a d6 to determine the spell's level, then randomly choose a spell of that level from the wizard spell list.
- If more than three pages are taken, all the remaining pages in the room turn to dust, which coalesces into a hostile **dust mephit** and three illusory duplicates created by a **mirror image** spell.
- The mephit can use a bonus action to speak one of the following command words:
 - o Bloatbug: The mephit targets one creature within 30 ft. of it that it can see, which immediately increases its weight by 50 percent. Any spell that ends a curse, such as greater restoration or remove curse, ends the effect and returns the creature to its normal weight.
 - o Frogspittle: Each creature in the room must succeed on a DC 10 Con save or take 9 (2d8) poison damage. (The mephit is immune to poison damage.)
 - o Spindledash: The effect targets a random creature in the room. Have the players roll a d20 for each character in the room, and roll a d20 for the mephit and each other creature in the room. Whichever creatures roll the lowest take 21 (6d6) force damage.
- When the dust mephit dies, it collapses and transforms into a stick of black chalk.
- The lever is insubstantial, but can be pulled by a creature on the Ethereal Plane. If a square is drawn in chalk around the lever, it becomes solid and can be pulled.
- If the lever is pulled, the square seal on the skeleton gate in area 71 rolls aside, revealing a square keyhole behind it.

74. TRIAL OF THE PENTAGON

- The door to this area has a pentagon carved into it. When the characters open the door, read:

The delicious aroma of spiced meat greets you. At the end of a twenty-foot-long corridor, a room opens up with red tapestries covering the walls. A feast is spread out on three tables, consisting of roast boar, squash stew, and a tray of iced cakes. Flagons of frothy beer complete the banquet.

A gaunt human male in a dusty black suit quietly arranges the items on the cake table, taking notice of your intrusion. Without a word, he gestures for you to come forward and sample the feast.

- The man is Mister Threadneedle, a disguised **scarecrow**. In a pocket, he carries the Sewn Sisters' *hag eye* and one lustrous black marble (see area 81). Mister Threadneedle understands Common but can't speak.
- **Advice from the Spirits**
 - o Wild Kubazan urges his host to try the roast boar.
 - o Greedy, skittish Nangnang urges her host to hoard all the iced cakes and shun the frothy beer.
- **Roast Boar:** The character feels stronger and has advantage on Strength checks, but has disadvantage on attack rolls made against Widow Groat. Both effects have a duration of 24 hours.
- **Squash Stew:** The character feels healthier and gains advantage on Con saves, but has disadvantage on attack

rolls made against Peggy Deadbells. Both effects have a duration of 24 hours.

- **Iced Cakes:** The character feels energized and gains 2d10 temporary HP, but has disadvantage on attack rolls made against Baggy Nanna for the next 24 hours.
- **Frothy Beer:** The character gains a special die: a d6. Anytime in the next 24 hours, the character can roll this die once and add the result to a d20 roll he or she just made. Additionally, if the character is inhabited by the spirit of a trickster god, the power normally granted by the spirit is suppressed for 24 hours.
- Characters who enter the room but do not partake of the food or drink are cursed with crippling hunger as soon as they leave this area. The effect imposes disadvantage on attack rolls and ability checks, and it can be ended on a character with *greater restoration*, *remove curse*, or similar magic.
- **Tapestries.** There are five red tapestries on the walls. Any characters who succeed a DC 15 Perception finds a devil's face hidden in the design with an extradimensional compartment in the mouth with a lever in it.
- If the lever in the tapestry is pulled, the pentagon seal on the skeleton gate in area 71 rolls aside, revealing a pentagonal keyhole behind it.

75. TRIAL OF THE HEXAGON

- Carved into the door of this room is a hexagon. When the characters open the door, read:

A large, cracked, six-sided mirror is mounted above a stone shelf protruding from the opposite wall. Five unlit candles stand on the shelf, each made of yellow wax and covered with tiny black sigils. Scrawled on the wall above the mirror in dried blood are the words "PIGGY PIGGY PIGGY."

- A sixth candle, identical to the five in plain view, is tucked out of sight under the stone shelf. Any character who searches the shelf for traps or hidden compartments automatically finds the sixth candle.
- If all six candles are lit, a character who looks in the mirror and says the word "piggy" three times in a row sees the reflected candlelight reveal a wooden lever set into a metal panel on the north wall. If fewer than six candles are lit when the words are spoken, the lever appears on the south wall instead. These levers exist only in the mirror's reflection, not in reality.
- Only a character who can see a lever reflected in the mirror can pull it. As this likely puts the lever out of the character's reach, he or she can cast a *mage hand* or *telekinesis* spell, conjure an *unseen servant*, lasso the lever with a rope, or undertake any suitably clever solution.
- **True Lever.** If the north lever is pulled, the hexagon seal on the skeleton gate in area 71 rolls aside, revealing a hexagonal keyhole behind it.
- **False Lever.** If the south lever is pulled, three insane **wereboars** spring from the mirror, land in the middle of the room, and fight to the death.

76. TRIAL OF THE OCTAGON

- Carved into the door of this room is an octagon. When the characters open the door, read:

The ceiling of this plaster-walled room is fifteen ft. high. A leather-backed tome rests open atop a wooden lectern bolted to the floor. Set into the wall behind the lectern are eight human skeletons, arranged so that they appear to be falling and screaming.

- Hidden in the leg of the lectern, on the side facing the east wall, is a secret compartment that can be found with a successful DC 10 Perception check.

- If the lines of the nursery rhyme (see below) are read aloud in reverse order, starting with the last line and ending on the first, the doors of the secret compartment open, revealing a brass lever inside. If the lever is pulled, the octagon seal on the skeleton gate in area 71 rolls aside, revealing an octagonal keyhole behind it.
- The compartment can also be opened with a knock spell, or with a successful DC 20 Dex check made by a character using thieves' tools. Opening the compartment in either manner triggers the trap (see "Spider Fan Trap" below).
- Any character who understands the Infernal tongue can translate the hags' nursery rhyme as follows:
 - Page 1: Backward, backward, eight to one.
 - Page 2: Speak the rhyme until it's done.
 - Page 3: Keep the spider locked away.
 - Page 4: See the lever, clear as day.
 - Page 5: Spin, spin, iron spider.
 - Page 6: Turn their flesh and bones to cider.
 - Page 7: Speak the rhyme and meet your fate.
 - Page 8: Forward, forward, one to eight.
- **Spider Fan Trap.** If a character in the room reads the entire nursery rhyme beginning with the first line on page 1 and ending with the last line on page 8, or if the compartment in the lectern is opened improperly, the ceiling fan begins to twirl as a *reverse gravity* spell activates within the room. Any creature can grab the fixed lectern, with a successful DC 17 Dex save and avoid falling upward. Otherwise they "fall" upward through the fake plaster ceiling into the rotating blades of the fan, taking 44 (8d10) slashing damage. The creature takes that damage again each time it starts its turn on the ceiling. The *reverse gravity* effect lasts for 1 minute.
- **The Soulmonger.** Is a Huge object with AC 15; 200 HP; vulnerability to radiant damage; and immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Adamantine Struts.** Each strut is a Large object with AC 20; 100 HP; immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks; and immunity to fire, poison, and psychic damage. When a strut drops to 0 HP, it breaks and causes the other two struts to snap as the Soulmonger falls. Creatures can walk along the struts but must succeed a DC 10 Dex save to avoid falling off if they take damage.
- **Tentacles.** Once per turn if a creature makes a successful melee attack against Soulmonger or its struts, the Soulmonger can attack that creature with its tentacles. The tentacle has a Strength score of 22 and makes one melee weapon attack against the creature: +7 to hit, 24 (4d8 + 6) bludgeoning damage. Instead of dealing damage, a tentacle can grapple its target (escape DC 16). If the target weighs 330 pounds or less, the tentacle can also lift the grappled creature and move it to any unoccupied space within its 30-foot reach, or drop it in the lava. The tentacles can be attacked and destroyed. Each one is a Huge animated object with AC 15, 30 HP, and immunity to poison and psychic damage.
- When the Soulmonger is reduced to 0 HP, read:

The crystal cylinder shatters, and a myriad of tiny lights pour forth from within. These bright souls coil through the air like a tornado, blazing upward and then vanishing in a blinding, spectral flash.

77. DEATH GOD'S NURSERY

When the characters reach the bottom of the stairs, read:

Crumbling balconies overlook a pool of lava filling this triangular chamber, above which is suspended an enormous crystal cylinder held in place by three adamantine struts. Wraithlike forms swirl inside the cylinder, and otherworldly screams hang in the air. Four long, writhing tentacles sprout from the cylinder's cap. A shriveled monstrosity the size of an elephant floats near the cylinder. Its body is wet and malformed, its arms and legs are atrophied, and its oversized head drips black goo. The creature is attached to the cylinder by a twisted umbilical cord.

- An **atropal** floats in the room and attacks when the Soulmonger is attacked.
- **Advice from the Spirits**
 - Fickle I'jin encourages her host to investigate the mist-filled archway on the south balcony (see "Mist Gate" below).
 - Adventurous Kubazan expects his host to make the ultimate sacrifice and die in a blaze of glory.
 - Kind Moa wants to free the souls trapped inside the Soulmonger.
 - Greedy Nangnang urges her host to search the balconies and bone-filled alcoves for treasure.
 - Nervous Obo'laka is concerned that the bones in the northern alcoves might rise up and attack.
 - Shrewd Papazotl suspects that the atropal might be vulnerable to radiant damage and that killing it might summon forth its evil master.
 - Virtuous Shagambi recognizes that the atropal is unholy and orders her host to destroy it at once.
 - Contemplative Unkh urges her host to communicate with the atropal. Perhaps the creature is just misunderstood.
 - Deranged Wongo wants his host to attack the tentacles sprouting from the top of the Soulmonger.

- **Lava Pit.** 30 ft. below the floor and 100 ft. deep. Creatures that falls into lava or start turn there take 10d10 fire.
- If characters investigate the phylacteries read:

Two facing balconies halfway along the room are littered by ornate glass bottles, fluted silver urns, ivory caskets, and other vessels — all of them inscribed with baleful sigils.

- DC 15 Arcana identifies them as phylacteries.
- **Mist Gate.** Teleports creatures to the archway in 78. Chapel of Hate. Read:

An ornate archway looms over this balcony. Grinning skulls are molded into its frame, and glowing mist swirls within.

ACERERAK'S REVENGE

- If the characters kill the atropal, read:

A skeletal figure wrapped in moldering robes and clutching a skull-tipped staff appears on the south balcony. Hatful pinpricks of white light burn in its eye sockets, and a two-foot-diameter sphere of utter darkness floats in the air beside it.

- **Acererak** enters the room and fights with all his power. If reduced to 100 or fewer HP, he teleports away.
- **Wrath of the Trickster Gods.** When Acererak appears, the trickster gods impart the following benefits on the characters:
 - + 50 temporary HP at the start of each turn.
 - Attacks against Acererak deal +3d6 psychic damage.
- If Acererak teleports away read:

"We'll meet again, fools!" says the lich. "And on that day, you will die!" With that, Acererak raises his staff, utters some arcane syllables, and is gone.

- If the characters kill Acererak read:

A look of horror passes over the lich's face as his body turns to dust. His tattered robes fall to the ground, as do his staff and talisman.

78. CHAPEL OF HATE

You step out of the mist into an underground chapel with black basalt pillars and a polished obsidian altar. Resting on the altar is a leather bag the size and shape of a human body, and which appears to have been sewn shut. Beyond the altar, a heavy black drape hangs from an archway.

Eight emaciated, green-skinned creatures are shackled to the walls of the chapel, each one gazing toward you with a single baleful eye. The monsters begin to gibber and drool as they shake their manacles, eager to be set free.

- **Advice from the Spirits.**
 - Kind Moa suggests freeing the shackled creatures.
 - Violent Wongo urges his host to stab the body bag, making sure that whatever is inside it is dead.
- An important NPC or an Order of the Gauntlet knight named Zalder Faelrond is in hte bag and unconscious. The prisoner can only be awoken with holy water. This information can be gained with a DC 17 Intelligence (Religion) or (Arcana) check.
- Devotees of Acererak. There are eight nothics restrained by shackles on the wall demand to be freed. Widow Groat in 71. Lair of the Sewn Sisters has the key (DC 13 Dex check with thieves' tools to pick). If they are not freed they all use their Rotting Gaze. If freed they offer the following information:
 - If the characters are searching for an exit to the tomb, one nothic hops over to the black curtain, pulls it aside, points down the tunnel to the north (area 79), and shouts (in Undercommon), "Mind the bones!"
 - If the characters are searching for treasure, another nothic performs the same actions as above, except it shouts, "Follow the purple trail!"

79. HALL OF FINALITY

Behind the curtain is a ten-foot-wide, forty-five-foot-long hallway set with four decorative archways that have blank walls within them. Three paths marked out in red, gold, and purple tile snake along the floor, each leading to one of three archways. A charred skeleton on the floor points to the fourth archway, which has no path leading to it.

A single torch burns in a wall sconce at the far end of the hall. Mounted below it is a bronze plaque that bears a warning in Common: "Behold the fate of those who defy me!"

- **Advice from the Spirits.**
 - Fickle I'jin wants her host to follow the purple-tiled pathway to see where it leads. (Purple is I'jin's favorite color, at least for now.)
 - Wise Shagambi urges her host to not stray from the tiled pathways.
- **Charred Skeleton and Secret Door.** The charred skeleton points to the arch with a secret door to 81. Ebon Pool. Opening the door triggers a *glyph of warding*, which can be spotted with a DC 24 Intelligence (Investigation) check.
 - Creatures within 20 ft. radius of the glyph must make a DC 24 Dex save or take 22 (5d8) cold, success halves.
 - The glyph also activates a wall of fire, which starts at the south end of the hallway and moves 10 ft. north every round on initiative count 15. Creatures in or 5 ft. north of the wall take 22 (5d8) fire. Dispel DC 14.
- **Golden Trail and Secret Door.** Secret door can be found with a DC 20 Perception check or automatic success if a creature is wearing the eye-shaped pendant from 2. Gallery of Tricksters. Opening the door triggers a *glyph of*

warding, which can be spotted with a DC 24 Intelligence (Investigation) check. Creatures within 20 ft. radius of the glyph must make a DC 24 Dex save or take 22 (5d8) thunder damage and half on a success.

- **Purple Trail.** If a character walks along the trail without stepping off it, then touches the wall within the archway, the wall takes on the consistency of thick mud for 1 hour. While this effect lasts, any creature that passes through the wall, or any object pushed through the wall, emerges from the back wall of the alcove in 80. Red Library.
- **Red Trail.** The short trail of red-colored tiles ends in front of the hallway's southernmost arch. A creature that walks along the red trail without ever stepping off of it, then touches the wall within the archway, is pulled into the wall and unceremoniously dumped into 57. Oubliette.

80. RED LIBRARY

Soft dulcimer music fills this room, the walls of which are painted the color of dried blood. Bookcases draped in cobwebs and dust line the walls and stand four deep in the middle of the room. Hundreds of leather-bound tomes weigh down their sagging shelves. At one end of the room, a small study contains a padded leather chair, a footstool, and a small table — as well as three corpses dangling upside down from shackles and chains bolted to the ceiling near the north wall. A lantern-shaped device resting atop the table appears to be the source of the music. An old man lies asleep in the chair, his horn-rimmed spectacles slipping down to the end of his nose.

- Old man is a disguised **arcanaloth** named Mr. Fox pretending to be asleep. The Sewn Sisters from 71. Lair of the Sewn Sisters may have revealed that his true name is Ygga Raxyg and speaking that name stuns him for 1 minute.
- **Treasure.** The arcanaloth's horn-rimmed spectacles aren't magical, but they are worth 250 gp. The spectacles are also a gate key that opens a portal in the planar city of Sigil. The portal is a two-way door to the plane of Arcadia.
- The object on the table is a music box made of dark wood with gold filigree. While touching the box, a creature can use an action to make it play music featuring one of the instruments shown, which can be heard up to 60 ft. away. The character can also use an action to stop the music. The music box is worth 750 gp.
- The library contains two hundred historical texts (50 gp each), sixty tomes of arcane lore (100 gp each), three dusty spell scrolls (*create undead*, *fabricate*, and *resurrection*), and six spellbooks. The first three spellbooks contain 1d6 spells each of 1st through 3rd level. The fourth and fifth spellbooks contain 1d4 spells each of 4th through 6th level. The sixth spellbook has a title (X the Mystic's Arcane Grimoire) burned into its spine and contains 1d3 spells each of 7th–9th level.

81. EBON POOL

A pool of jet-black ooze glistens inside this silent chamber, whose walls are decorated with relief carvings depicting black stars.

- Peggy Deadbells (in area 71) and Mister Threadneedle (in area 74) have black marbles in their possession that can be used to activate the pool. If one of these black marbles is tossed into the pool, read:

The black marble sinks into the ooze, which rises up suddenly to form a four-foot-tall black obelisk — a miniature version of the obelisk that stood outside the tomb entrance.

- Touching the ooze teleports a creature to the obelisk outside of the tomb entrance.